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HOT TIPS FOR SEGA GENESIS

AN UNAUTHORIZED PLAYERS' GUIDE

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Often times game manufacturers will produce several generations of one game. Because of this, some hints, passwords, or Game Genie codes may not work for all games. Occasionally you may have to try a code or password more than once, or you may have to cold boot (shut down and restart) your game system before a code or password will function.

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JURASSIC PARK

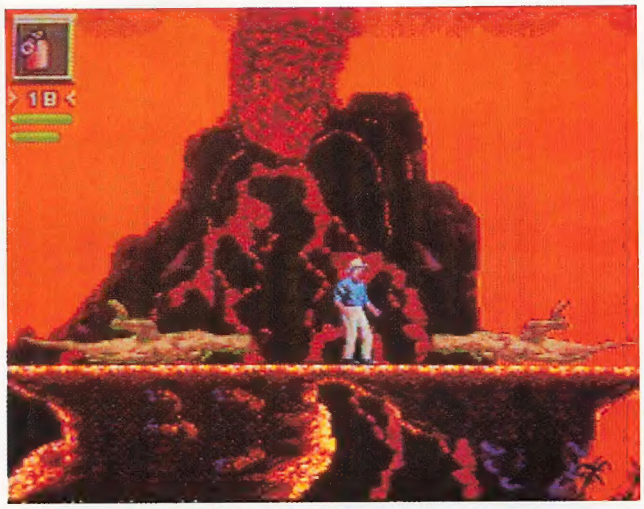
Sega has made the Jurassic Park adventure totally interactive by adapting the characters to the video-game screen. The Genesis version of JURASSIC PARK offers two exciting adventures on one cart. As the gamer, you can take on the role of Dr. Grant, on a mission to regain control of Jurassic Park and rescue the people trapped in The Visitor's Center. If you're a dinomaniac, you can control a Velociraptor dinosaur who wants to escape from the theme park in which it's trapped.

Every character featured in this game was created using digitized models and special artificial intelligence programming that makes each character's movements and reactions unpredictable. As Dr. Grant, you're about to embark on a mission that will take you through thirteen unique stages. No matter what you encounter, your primary goal is to reach The Visitor's Center. To defend yourself against the deadly dinos, you will have access to a variety of weapons. In Raptor mode, you must do whatever it takes to escape. You too will encounter thirteen different stages as you search the coastline for a ship that will take you off the island.

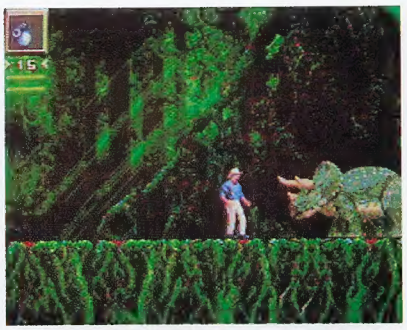
The Genesis edition of JURASSIC PARK is a wonderful, exciting, and somewhat difficult video-game adventure, which, like the movie, offers awesome special effects.

Almost two years in the making, the JURASSIC PARK cart-based game for Genesis is really two adventures in one. Whether you choose to control Dr. Grant or a Raptor dinosaur, you're in for an extremely challenging game-play experience.

If you get attacked by Compys (small dinos that leap up and attack your face), quickly press the LEFT and RIGHT directional arrows repeatedly to knock them off of you. When they are approaching, you can crouch down and fire darts at them. Dr. Grant's weapons arsenal includes: Tranquilizer Darts, Stun Guns, Gas Grenades, Super Darts, and Flash Grenades. Your immediate goal is to locate as much fire power as possible for the long trek ahead. In the upper-left corner of the game screen is your energy meter, which is located just below the icon indicating the active weapon (and the number of rounds currently available).

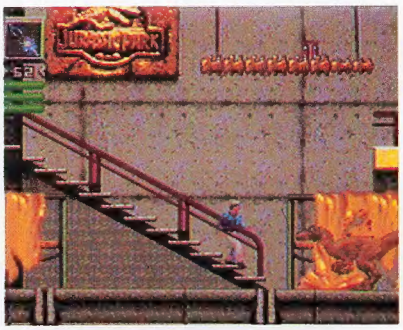


In order to get past a dino, you must outsmart, stun, or put it to sleep depending on the weapons you have available. The Stun Gun will only paralyze a dino for a few seconds. It will take a few direct hits with your tranquilizer gun to put a large dino to sleep. One direct hit with a Super Dart and a dino will take an instant nap. Gas Grenades are an excellent weapon when facing a group of smaller dinos. Flash Grenades will stun any dinos on the game screen for a few seconds, long enough to let you past.

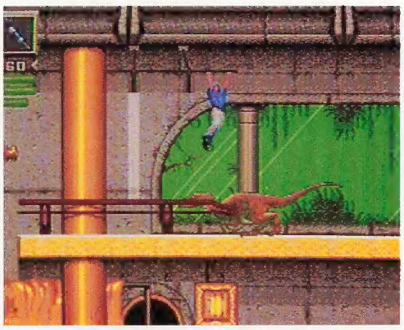


A Triceratops is the first type of dino you'll encounter when you take on the role of Dr. Grant. This dino will try to charge at you and knock you off your feet (you'll lose a lot of energy). You can either try to leap on this dino's back and then jump past it, or you can use a grenade to knock it out. The Triceratops is just one of seven different species of dinosaurs that you'll encounter running loose around Jurassic Park.

Pterodactyls fly overhead and move extremely fast. When they notice you, they will dive down and attack. Listen carefully for the sound of their wings, then either shoot them down with darts or wait for them to start their dive, then quickly jump up and out of the way.



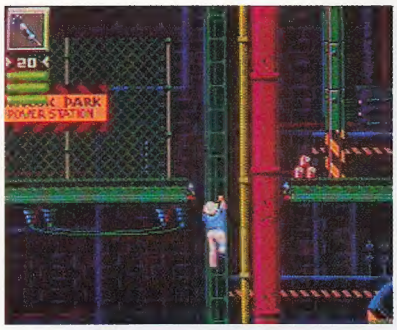
Whether you're inside a building or outside in the wild, you'll find dinos roaming everywhere. To remain safe, you'll have to do some serious climbing. It pays to move slowly in this game. Since there is no time limit, take a careful look at your surroundings for power-ups and shortcuts.



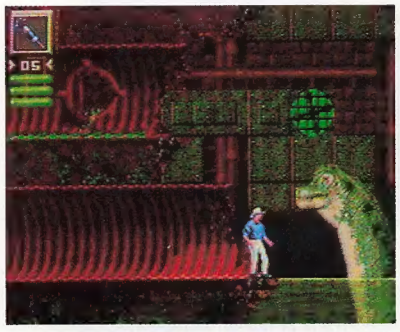
If you can't defeat a dino, you'll have to outsmart it by hanging from the ceiling and moving hand-over-hand across a beam. Boxes and other objects can be pushed. You can then climb up on them in order to reach high areas.

POWER TIP:
To control Dr. Grant, use the directional arrows to move him around. The DOWN arrow makes him crouch. Press the 'A' button to select a weapon, 'B' button to shoot the active weapon, and the 'C' button to jump.

Unlike most video games, the main character (Grant) has many abilities. He can walk, run, jump, and climb (either up ladders, rocks, or a rope). Here you notice a first-aid power-up located high upon a ledge; climb the rope to retrieve it.



The Power Station is just one of the buildings you must visit. You can expect to meet up with Raptors and Compys within this area. In addition to dinos, you face the danger of being zapped by a bolt of electricity. When you see sparks flying, try to determine their pattern and jump across the energy bolts to safety when your path is clear. Within the power station are many places to hide where larger dinos can't reach you. While hiding, you can, however, use your weapons and shoot at dinos.

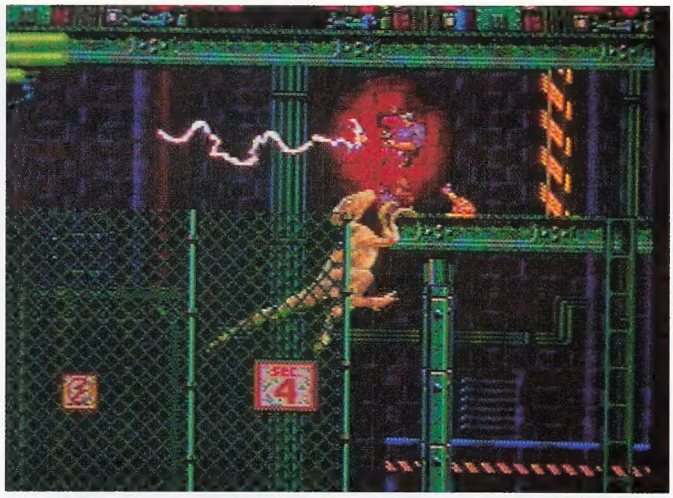


Not all dinos are your enemies. These Herbivore dinos will allow you to stand on their heads and take a short ride.

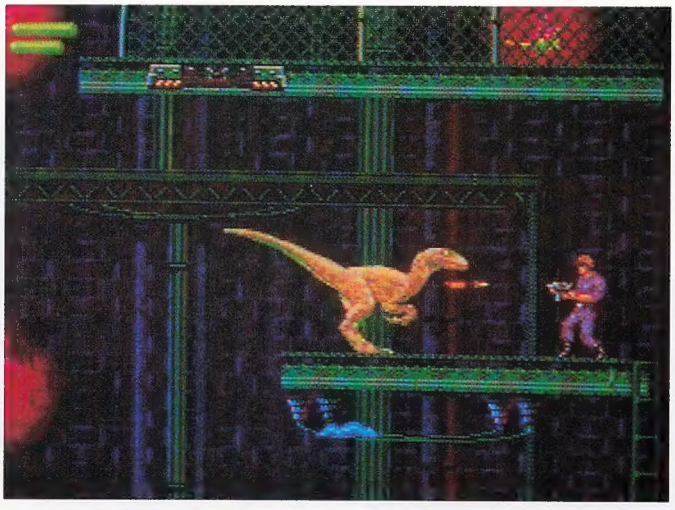
The river area is loaded with power-ups; however, to keep your boat moving, you must locate and grab gasoline containers. In order to grab a power-up, you may have to quickly jump out of your boat, then hop back in and continue your trip. In addition to looking for power-ups, you must guide your boat along the rapids and decide which is the best route to take when the water parts.

Climbing is an activity that Dr. Grant must master in order to eventually reach The Visitor's Center.

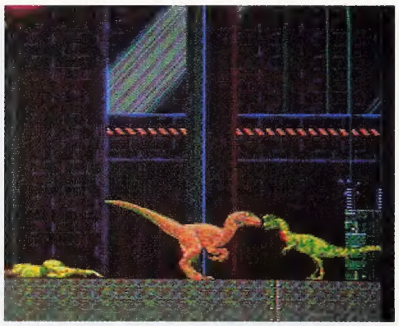
POWER TIP:
Watch out for Spitters. They can be standing far away, but their poisonous spit will reach you from across the screen; so stay clear of their line of fire.



If you play as the Raptor, you can jump upward to reach higher levels. To make a jump, press the 'B' button and use the directional arrows to guide yourself. If you can't leap directly to the higher level, you will grab the edge and pull yourself up. If you stand on a carton (or another object), you'll be able to jump a bit higher.



The human park rangers (zoo keepers) are going to use their weapons to keep you from escaping. As a dino, you must attack first. Press the 'A' button to slash out with your claws. Press the 'A' button in conjunction with a directional arrow to perform a kick-attack or press the 'C' button to bite. To really do some damage, press the 'C' button in conjunction with the directional arrows to bite and shake your enemies.



Not all dinos get along, so in addition to fighting off the humans, be prepared to enter battles (to the death) with other dinos. Being a Raptor, you can move extremely fast, so use your mobility to your advantage when you encounter dinos that are bigger and perhaps stronger. Slashing with your claws is your most powerful weapon until you're close enough to take a bite out of your opponent.

After completing each level (there are a total of 13 different levels no matter which character you select), you will receive a special Password and information about the stage ahead. Here are a few passwords you can use to further explore the dangers of Jurassic Park: 8VJVK0M3 (Dr. Grant), AVVUP8EL (Dr. Grant), I21G0027 (Raptor), K21G0029 (Raptor).

SEWER SHARK

SEWER SHARK was one of the first interactive CD-based games to truly incorporate live action video and human actors into the game play experience. The result is impressive, although the player's interaction consists mainly of pressing the appropriate directional arrows and buttons at the correct time in order to navigate a small ship through a series of mutant-rat-infested sewer tunnels.

In this fast-paced game, you are a rookie Sewer Jockey given the nickname "Dogmeat" by your disrespectful coworkers. As you explore the caves and clear them of giant mutant rats and flying bats, you will be controlling a modified Exterminator Class Sewer Shark vehicle that is equipped with an arsenal of power blasters, hydrogen flares, and a Reckon Probe Com Link. Your ultimate goal is to earn a trip to Solar City, which is the paradise vacation spot of the future.

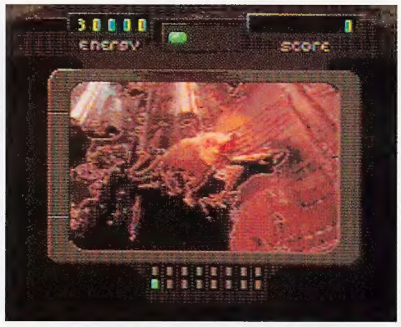
Meet Ghost. He's your trainer and copilot. This guy may not be the most polite guy in the world, but if you follow his advice, you'll stay alive. Being a Sewer Jockey is a dangerous job. Unlike the Commissioner, you can trust Ghost.

You will also receive communications from other Sewer Jockeys. These guys and gals are your close friends, so you must support them, no matter how stupid their actions may seem. Keep in mind, Sector 19 is a restricted area. You'll no doubt be entering this area, so be prepared for the unexpected.

Your robotic pal Catfish will fly ahead of you and warn you of upcoming obstacles and targets. Catfish will help you with course changes and offer you navigational directions throughout the game.

POWER TIP:

Press 'A' to shoot and use the directional arrows to aim your crosshairs. To execute a course change, hold down the 'B' button and press the appropriate directional arrow when you reach an intersection.



The sewers are inhabited by mutant rats (ratigators), giant bats, and other creatures. Your goal is to kill 1,000,000 pounds of sewer vermin in order to receive your trip to Solar City. Ratigators are worth 500 pounds. Bats will earn you 200 pounds each. Shoot down a scorpion for 2,000 pounds. Moles are rare, but they're worth 20,000 pounds each. Deep within the sewers are dangerous fireflies. They often hang out near recharge stations. Kill one, and it's worth 50,000 pounds.

In the lower-right corner of the game screen is your score, which is equivalent to how many pounds of mutant rats and sewer animals you've killed. You'll be able to shoot and kill more creatures if you concentrate on keeping your crosshairs on the lower portion of the game screen, near the center. This will allow you to aim quickly as you approach creatures.

There are several types of mutant sewer creatures you'll encounter. Bats weigh an average of 200 pounds each. Since they fly (and move) fast, the best way to shoot them is to aim your crosshairs at the center of the screen and wait for the bats to fly into range. Don't try to chase the bats with your crosshairs.

Navigational instructions are provided verbally in sets of three, using clock face directions. For example, you may hear Catfish say, "The critter is at three, twelve, three." This means that the first course change is to the Right, the second is straight Up, and the third turn is to the Right. Basically, "twelve" is up, "six" is down, "three" is to the right, and "niner" (nine) requires a left turn. You'll know when an intersection in the tunnel is approaching because they are marked with black and yellow stripes.

If, after you make a manual course correction, the arrows above the cockpit turn red, you've made a wrong turn, which could prove to be fatal. Another fatal move you can make is allowing your Sewer Shark vehicle to run out of energy.

These mutant rats and other creatures aren't the only danger within the tunnels. Hydrogen gas also builds up and can be deadly. When the hydrogen meter in your vehicle turns red, you must shoot a flare in order to burn off excess gas.

POWER TIP:

Yes, this game has a Continue option, but you have to earn it by being promoted to the rank of Exterminator or Beach Bum. To activate the Continue (once it's been awarded to you), press the 'A,' 'C,' and START buttons simultaneously when the game's final credits start scrolling.

SONIC THE HEDGEHOG

Ya gotta love this guy: a high-speed, high-jumping, colorful hedgehog with an attitude. This classic one-player Genesis game became an instant best-seller and became—and remains—the symbol of the Sega empire.

The SONIC THE HEDGEHOG game is a classic battle between good and evil. Sonic must stop the evil Dr. Robotnik, who has turned all of the friendly animals into evil robots. This game offers extremely fast-moving and colorful graphics along with six different Zones (each of which contains three separate Acts). There are also several Bonus Stages where you must locate and grab the mysterious and powerful Chaos Emeralds. SONIC THE HEDGEHOG concludes with a confrontation between Sonic and Robotnik.

In addition to running and jumping, Sonic can perform his Super Spin Attack, which will stop almost any enemy character and help him avoid obstacles. Throughout each level, Sonic must collect Gold Rings and grab whatever power-ups become available. Once you've mastered this original SONIC THE HEDGEHOG adventure, get ready for more intense action in SONIC 2 and the new-for-Christmas-of-1993 SONIC SPINBALL.

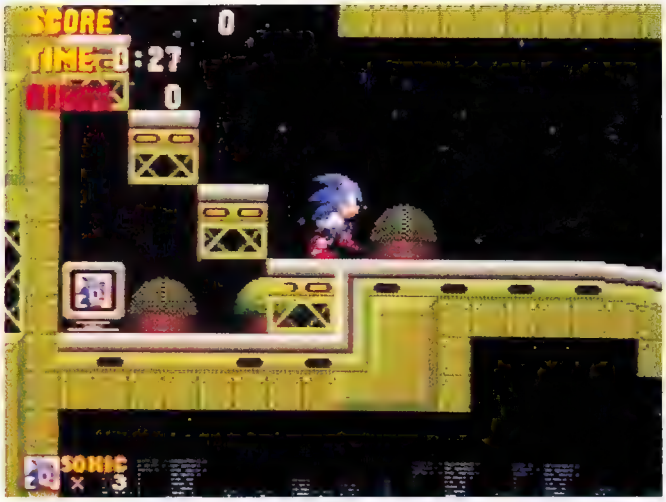
At the main title screen, you can access a special Level Select Menu by quickly pressing the following directional arrow sequence: UP, DOWN, LEFT, RIGHT. When you hear a special tone, press the 'A' button together with the START button and you'll be able to begin the game at any Stage in any Zone, including the Final Zone and the Bonus Stage.

Once underground in The Marble Zone, in order to lift up the large spiked objects you'll have to push the green block onto the green switch (to the right). Once this is done, the spiked object will rise and you'll be able to pass freely downward, but wait until the spikes are above your head. As you travel through this Zone, beware of spikes that will pop out from the walls.

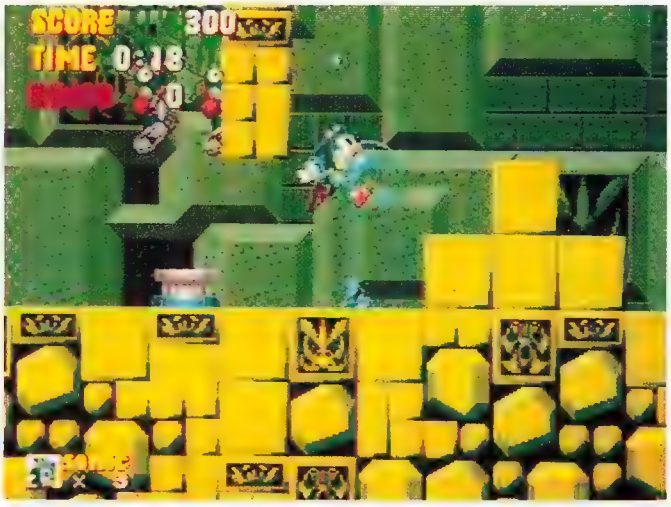
In The Marble Zone, Act 3, if you leap on top of one of the spiked objects, wait for it to rise, then jump to the right (into the wall), you'll land in a secret room that contains a 1-Up. The trick is, don't wait too long to leap into the wall or you'll be crushed between the spiked object and the ceiling.

While visiting The Spring Yard Zone, if you stand on this switch and then very quickly jump to the left (onto the green platform), it will rise upward and allow you to follow an alternate route to the end of the Act where you'll get a special message.

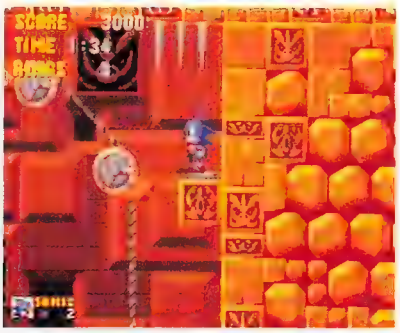
POWER TIP:
Collect 100 Gold Rings during any single Act and you'll receive one extra life. While in the Bonus Zone, if Sonic collects 50 Gold Rings, he'll earn a Continue.



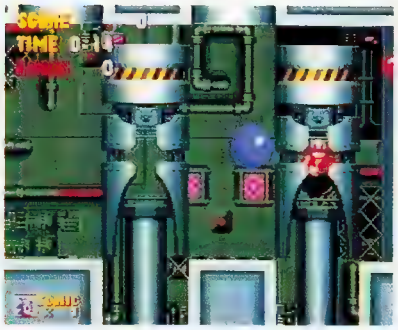
To grab this 1-Up, which appears to be trapped under the stairs in The Starlight Zone, Act 1, first you must travel down the stairs (after they go down), and then you must travel to the right until you walk just off the screen. You'll know you're in the right place when the stairs are out of sight. Next, turn around and travel to the left, back to the stairs. You'll notice that they've retracted and the 1-Up becomes ripe for the taking.



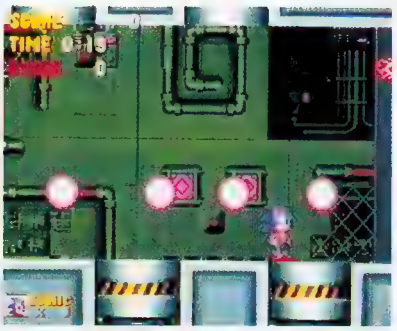
A portion of The Labyrinth Zone takes place underwater. While Sonic can swim, he must get some air periodically or he will drown. Look for giant air bubbles, which come up from the ground, and have Sonic jump into the bubbles to refill his lungs. When Sonic is about to run out of air, the music will change and numbers will appear over his head. If the countdown reaches zero, you'll lose a life.



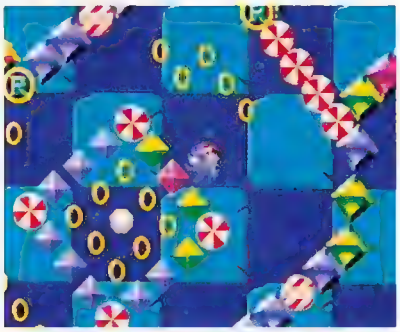
In order to exit this area of The Labyrinth Zone, you'll have to locate and activate the special switch that opens the trapdoor near the floor. To do this, jump on the conveyor belt and leap from platform to platform so that you don't touch any of the spikes hanging from the ceiling. A good strategy is to move to the right side of the conveyor belt (below the platform where the switch is located) and quickly jump up, going in the direction opposite to that of the conveyor belt.



In The Final Zone, you'll go up against Dr. Robotnik who will appear within one of the four cylinders that will rise from the floor or drop from the ceiling. Only two cylinders will move at once, and Dr. Robotnik will be in one of them. You must perform a Spin Attack on the cylinder containing the Doc.



While the cylinders are retracted, energy balls will drop from the ceiling. Sonic must avoid these energy balls by looking for the widest space in between them. The amount of space between the four energy balls will vary, so you may have to move quickly in order to find a safe opening.



Throughout the game, you must try to enter the Bonus Stage as often as possible in order to obtain each of the six Chaos Emeralds and to earn Continues. There is one Chaos Emerald located in each Bonus Stage. By touching the colored diamonds several times (which surround the emerald) they will disappear. Once you've grabbed the emerald, you'll be transported ahead to the next Act.

GAME GENIE CODES:

Code	Effect
ATBT-AA32	Master Code. Must be entered.
AE0T-CABE	Once invincible, stay invincible for rest of stage or until you lose a life
GJ6A-CA7A	Infinite lives
AJ3A-AA4G	Level Select menu
DDLT-AAGL	Super jump
AY3T-BA4R	Start with five Chaos Emeralds
AY3T-AACL	Start with five lives
SCRA-BAX0	Rings count as eight
SAST-DA1A	More high-count rings
EBVT-CAE2 or DDLT-AAGL	High jumps
AE0T-CABY	Keep running shoes

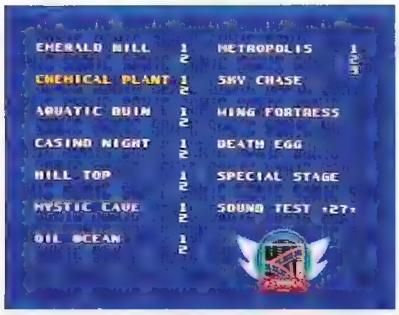
SONIC THE HEDGEHOG 2

What happens when you add twice the speed, twice the number of levels, and twice the number of enemy characters to Sega's best-selling game? You get a mega-popular sequel with all-new Zones and Acts, plenty of new challenges, and even a partner for Sonic!

SONIC THE HEDGEHOG 2 is a one- or two-player (simultaneous action) game. In two-player mode this cart offers a split screen, yet the speed of the scrolling remains ultra-fast. Packed into the 8-meg cart are more than 20 Acts for Sonic and his new pal Tails to explore.

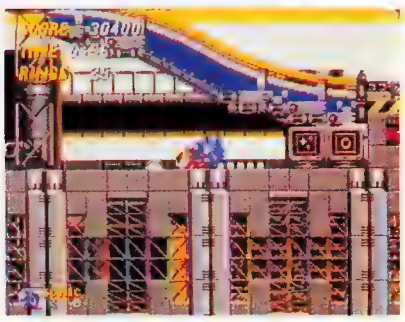
Once again, your goal is to save the animals that have been transformed into evil robots by Dr. Robotnik. In addition to his regular moves, in SONIC 2 Sonic has mastered the Spin Dash Attack, which allows him to propel himself forward for a short distance at extremely high speeds. To perform a Spin Dash Attack, hold down the DOWN arrow on the controller and keep pressing the 'A,' 'B,' or 'C' button. When you release the arrow, Sonic will dash forward. This move is ideal for breaking through barriers, climbing steep hills, and smashing enemy characters.

SONIC 2 features Sonic's new pal Tails and several modes of game play, including: One Player, Two Player (competitive), or Two Player (cooperative) mode. Get ready for the fastest video game cart in existence.



If you know the secret, there's a special Level Select Code for SONIC 2! To begin, go to the Options screen, which can be selected at the main title screen. Using the 'B' button to select the sound tests, play the following Sonic songs in this order: 19, 65, 9, and 17. When you hear a special tone, return to the main title screen and press the 'A' button simultaneously with the START button. The secret menu, which now appears, will allow you to begin SONIC 2 at any Act of any Zone.

At the end of the last Act of every Zone, you can expect to meet up with Dr. Robotnik who will be testing out one of his new robotic contraptions. The first time you meet Dr. Robotnik in SONIC 2, he'll be riding in this four-wheel-drive vehicle with a spike at the front. To beat him, you must perform multiple attacks aimed directly at Dr. Robotnik (not his vehicle). Be sure to stay clear of the spike at the front or you'll lose a life.



The Chemical Plant Zone contains many new and strange obstacles, so you'll want to grab as many power-ups as possible. To grab this Super Ring and Invincibility icon, which are trapped under a ramp, you'll have to stand to the left of them and perform a Spin Dash Attack. When Sonic goes shooting forward, he'll break open the monitors.

If you fall into the pool of purple water, move to the right until you reach this ledge containing the 1-Up icon. Once you grab it, move back to the left, leap from underwater platform to platform until you can make your way back to the surface.

POWER TIP:
This version of SONIC THE HEDGEHOG offers diagonal catapults, which will send Sonic (and Tails) flying in all sorts of directions. Since this game is packed with secret passageways and hidden power-ups, don't be afraid to explore.

POWER TIP:
In The Metropolis Zone, the Slicer creatures are armed with two blades, which they will throw at you. Until this creature has thrown his blades, don't try to attack them. The best way to handle these guys is to jump over them.

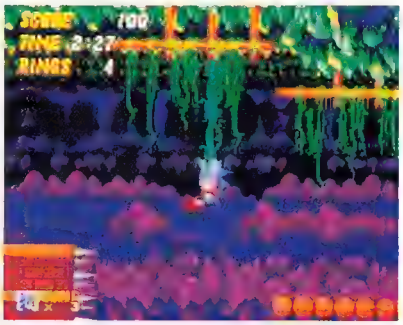
Like all of the Acts within SONIC 2, The Aquatic Ruin Zone features Acts that offer Sonic multiple travel routes. Since some of these routes will take Sonic underwater, where it is difficult for him to maneuver, it's always a good idea to take the highest route possible by climbing up when you can.

The Casino Night Zone is an excellent place to earn several extra lives, which you'll definitely need to get through the rest of the game. In this Zone, Sonic is a living pinball. By playing the slot machine, Sonic can earn extra rings that result in extra lives. (He'll earn a life for each 100 rings he earns.) Here's a chart which shows the number of rings you could win:

3 Jackpots	150 Rings	3 Bars	20 Rings
1 Jackpot & 2 Sonics	60 Rings	3 Rings	10 Rings
3 Sonics	30 Rings	3 Robotniks	Lose 100 Rings!
3 Tails	25 Rings	2 Jackpots & 1 Robotnik	Lose 100 Rings!

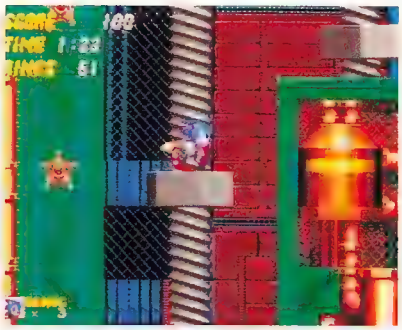
When you meet up again with Dr. Robotnik at the end of The Casino Night Zone, you'll have to avoid his traps by quickly rolling around the edges of the game screen, then launching your attacks when the coast is clear. Once again, you want to aim your attacks at the top of Robotnik's ship and avoid the sharp objects that the ship shoots at you.

In The Mystic Cave Zone, you must use the moving blocks of wood as stairs, but be careful you don't get stabbed by a spike. The best way to avoid the spikes is to stay near the center of each block of wood as you climb upward and constantly expect additional blocks to come out at you.



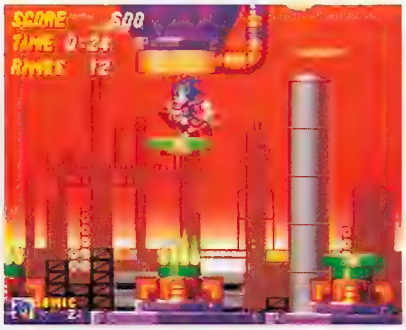
Grabbing onto vines is the way to open secret doors and reveal various routes that Sonic can travel in while visiting The Mystic Cave Zone. Look for vines that contain handles or ribbons around them. At times, Sonic will have to leap up in order to grab a vine. Unlike in the Hill Top Zone, these vines will not break off and cause you to fall if you hold on for too long.

During any Act of SONIC 2, if you grab at least 50 Gold Rings and then activate the Star Post, you'll see a ring of stars appear over the post. When this happens, leap up and try to jump through this circle of stars. You will be transported into The Special Zone, which is your only opportunity to collect the Chaos Emeralds.



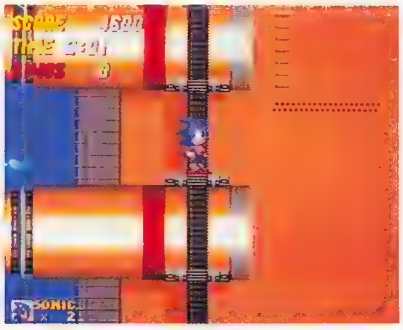
The most difficult obstacle in The Metropolis Zone involves a series of boxes containing rotating spikes. Once you make it past this obstacle (timing is the key as you move first from left to right, then work your way upward going from right to left), you'll encounter a series of these nuts and screws. To travel upward or downward, Sonic must run in place on the nut

As you search for the entrance to the airship, you will have to step on these rotating footholds. Before leaping onto the first foothold, wait a few moments until you determine their rotation speed. When you think you've got the timing mastered, make your first jump, then quickly hop to the next foot hold. You must work your way to the left and upward.



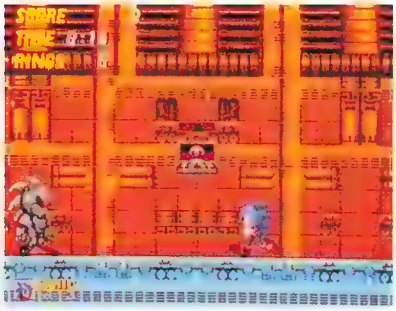
Instead of catapults, The Oil Ocean Zone offers green platforms that periodically shoot upward. If Sonic is standing on one of these platforms, he too will be shot upward. By riding this middle platform, Sonic will enter a special transportation device that will send him flying around the Act at ultra-fast speeds. (Think of this as a shortcut.)

Just after The Sky Chase Zone, you'll find yourself on the outside of Dr. Robotnik's giant airship. Like everything else that Robotnik has built, this airship is packed with traps, like the tiny catapult hooks that are located in the floor. If Sonic gets caught on one of these hooks, he'll go flying forward and out of control. From this point on, it's just you against Dr. Robotnik. Tails won't be around to help you out.



At the very back (top) of the airship is a conveyor belt that will take you upward. Near the top is a 1-Up. To reach it, you'll have to jump upward and knock it down or leap to the rotating foothold and then jump up again toward the 1-Up. After grabbing this 1-Up, move along the top of the airship to the right. Just past the Star Post will be the entrance to the ship. If you happen to lose a life and return to this Star Post, take a moment to backtrack and grab the 1-Up once again.

While traveling on the side of the airship, chances are you'll find yourself holding on to these tiles. If you let go and haven't first positioned yourself correctly to land back on the ship, the wind will blow you away and you'll lose a life. As you are holding on to these tiles (marked with an 'X') use the UP or DOWN arrow to position yourself before releasing your hold.



Your final obstacle before meeting up with Dr. Robotnik is a battle with Robo-Sonic. This character will travel in the same pattern, which you must learn to predict. For example, when he rolls up into a ball and bounces, you must duck. When he stands upright and charges, you must jump over him. When Robo-Sonic is standing still (and upright) that is the best time to launch your attack!

After you obtain the Chaos Emerald and return to the Act you were previously in, all of the power-ups will be reactivated, so you can backtrack and grab any 1-Ups in the Act that you know exist. To be successful in this game, you must collect a total of seven Chaos Emeralds.

GAME GENIE CODES:

(Note there are two versions of this game; if the first code does not work, use the second one.)

Code	Effect
JW3A-CA4J or JW3A-CA4Y	Infinite lives for player 1
JXGA-CA7G or JXGA-CA7W	Infinite lives for player 2
EBVT-CAE2	Jump higher (switch off in water or if stuck)
CBVT-CAE2	Jump very high (switch off in water or if stuck)
982T-CAF8 or 982T-CAGL	Sonic stays invincible for a long time after being hit
ATTT-CA4W or ATTT-CA58	Sonic does not lose rings when hit
ATTT-CA5G or ATTT-CA6W	Tails does not lose rings when hit
NN8A-AAD2 or NN8A-AADN	Start with 99 lives
ACZT-CACA or ACZT-CACN	Become Super Sonic without collecting Chaos Emeralds. You'll still need to grab 50 rings.
AGZT-CACJ or AGZT-CACY	Become Super Sonic with only one ring. You will still need to collect seven Chaos Emeralds.
SBJA-HAWR or SBJA-HAV8	Makes each ring collected by Tails in special stages worth eight rings
EBVT-CAE2 or CBVT-CAE2	Jump a lot higher
K4ZT-CA9N or K4ZT-CA92	Super Sonic doesn't lose rings with time

You can enter as many as FIVE codes at a time (but some effects require more than one code).

X-MEN

One of the world's most popular comic-book series comes to life on the video-game screen!

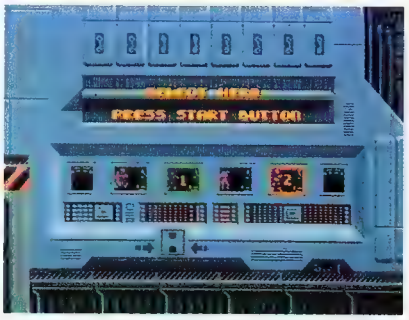
This one- or two-player game offers comic-booklike graphics and plenty of action. The X-Men characters: Gambit, Nightcrawler, Wolverine, and Cyclops will work together to stop Magneto, Juggernaut, Sabretooth, Mojo, Deathbird, and their army of henchmen and evil creatures.

You are called upon to help the X-Men put a stop to the evil Mutant Magneto's plan to destroy the X-Men with a deadly computer virus. This virus is being beamed from Magneto's asteroid-based command center down to Earth. Its main target is the computer within The Danger Room (the X-Men's headquarters).

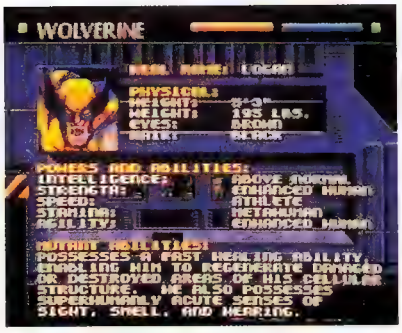
POWER TIP:

Here's a special Level Select Code that will help you explore the game: Turn the Genesis system off and insert Controller #1. Hold down the 'A' and 'C' buttons simultaneously. Now, turn the Genesis' power on (while still holding down the 'A' and 'C' buttons). When the title screen appears, also press the START button and the Difficulty Select screen will appear. Choose your difficulty level and character. When you enter The Danger Room, move immediately to the right and stand at the area you want to be transported to. Next, jump down by pressing the Down arrow and the 'C' button. You will be transported to that area.

You can play this game at Amateur, Hero, or Superhero difficulty levels. The trick to doing well in this game is to know the background of each X-Men character and understand how to use his or her superpowers to your advantage.



From The Danger Room, you can select which X-Men character you want to control. From left to right, your choices are: Gambit, Nightcrawler, Wolverine, and Cyclops. You can activate a different character anytime you're inside The Danger Room. To change characters, use the directional arrows in conjunction with the 'B' button to activate the Switch located at the lower portion of the game screen. After each level, you will return to The Danger Room. To immediately exit this area and enter the combat area, move to the upper-left corner, and you will be automatically transported to the next level.


WOLVERINE
POWERS AND ABILITIES:
INTELLIGENCE: ABOVE NORMAL
STRENGTH: ENHANCED HUMAN
SPEED: ATHLETE
STAMINA: METAHUMAN
AGILITY: ENHANCED HUMAN
MUTANT ABILITIES:
POSSESSES A FAST HEALING ABILITY, ENABLING HIM TO REGENERATE DAMAGED OR DESTROYED AREAS OF HIS CELLULAR STRUCTURE. HE ALSO POSSESSES SUPERHUMANLY ACUTE SENSES OF SIGHT, SMELL, AND HEARING.

At the start of the game, you can obtain background information about each of the X-Men characters. For example, Gambit's attributes include his agility, fast hands, and his ability to throw energy-charged cards that explode on impact. Wolverine has self-healing powers and powerful athletic abilities. He can also slash opponents with his adamantium claws.

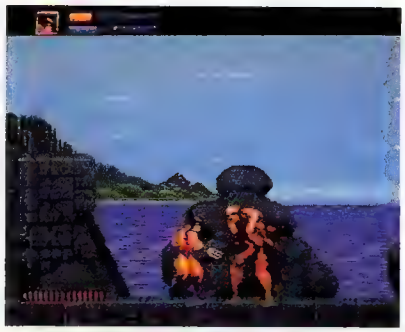
In each level, you will be confronted with a variety of different opponents. You must use your special powers to defeat each of these evil characters. As Nightcrawler, you can perform a Super High Somersault by rapidly pressing the 'C' button twice. All of the X-Men's weapons are more powerful if used when the character is airborne, so plan your attacks accordingly.

When a member of the X-Men falls off the screen, he will be brought back by faithful companion Jean Grey. She will also bring together two players who have been separated while playing a two-player game. To call up the powers of your other backup characters during the game, press the START button on the controller and select the character you want to activate, then press the 'A' button to return to the game. Rogue, Archangel, Storm, Iceman, and Jean Grey are your backup support and will help you out of difficult situations.

When a character's energy is running low, you'll want to change the active character before he or she loses all energy. It is possible to replenish your energy here in The Danger Room, so you can execute a switch to refrain from losing valuable characters. To recharge a character's energy, destroy the flying orbs in The Danger Room.

Levers and switches are available throughout the game. When activated, you can open up walls and barriers to reveal secret passageways. If you encounter a dead end, look for a hidden lever that will open up a passageway.

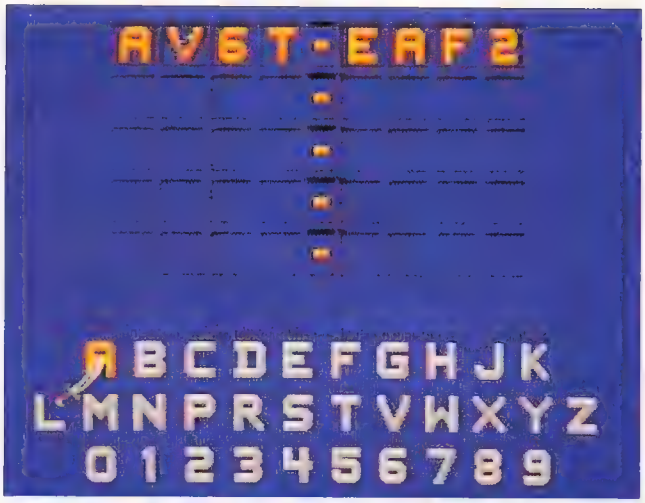
Some opponents will carry weapons while others will have natural abilities that they can use against you. Keep an eye open for the three types of power-ups that are available throughout the game. A yellow 'X' will restore your energy while a blue 'X' will replenish your Mutant Powers. Grabbing an X-Men icon will restore one of the characters who has already been used. Spheres containing the letter 'K' (shown on the ground near the soldier) are keys that will open doors and turn on or off various devices.



Wolverine's Slash Attack will surprise most opponents. An Aerial Punch also works extremely well for defeating enemies. Press the 'A' button to extend his claws, then use the 'B' button to attack. Press the 'C' + 'B' buttons to execute a lunging slash (once his claws are extended). Press the 'C' button twice to perform a spin slash. Warning: If Wolverine has very little energy left, don't attempt to use his mutant abilities or he'll flip out and could lose the rest of his energy. Wolverine is best used against Boss characters.

Professor X will appear in between levels to brief you on the challenges that are ahead.

POWER TIP:
In The Savage Land, cut down the beehives to receive an extra boost of energy.



Game Genie codes will come in handy when playing this challenging game. Use this code when playing as Gambit to return to The Danger Room and skip the current stage when you press the 'A' button: PZ1A-DAX0. To give Nightcrawler unlimited Mutant abilities, enter: BKNT-CA64. To make Cyclops, Nightcrawler, or Gambit invincible (in most levels, only when their energy meter is full) enter: RBSA-AT6E.

GAME GENIE CODES:

Code	Effect
A3YA-AA32	Protection from most enemy hits
BDBA-CA34	Protection from falling off screen (no health lost)
ACJT-CAGA	Protection from spikes
AB1A-CAGJ + AB1T-CAHE	Gambit's lethal burst uses no mutant power
DKWA-CA4C + DVWA-CA6L	Nightcrawler's teleport uses no mutant power
ALKT-CA4L	Wolverine's claws use no mutant power
ABET-CAAE + ABDT-CAG8	Wolverine's spin slash uses no extra mutant power
ABPA-CAC6 + ABMA-CAC4	Cyclops' optic blast uses no mutant power
ACKT-CJFT	Mutant power regenerates to full very quickly
POKT-DAYW	Wolverine heals himself faster
ALKA-CA86	Switch X-Men an infinite number of times

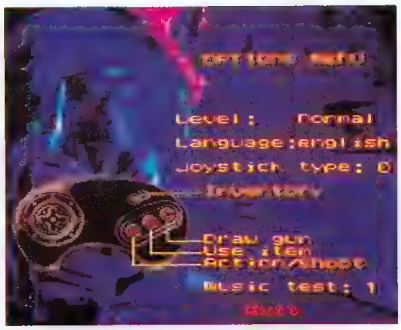
FLASHBACK

Way off in the future, the survival of our planet will depend on one very confused man.

In FLASHBACK, you will take on the role of Conrad Hart, an agent of the G.B.I. (Galaxial Bureau of Investigation). You know that something's happening, but you don't know what it is: You have lost your memory and now must travel through seven levels of game play in order to regain it and discover information about a pending alien invasion.

This game was created in France by Delphine Software International (the folks who created the PC mega-hit OUT OF THIS WORLD) and uses advanced computerized "rotoscoping" techniques in which human actors are videotaped and the resulting footage is then digitized for use in the game. As a result, the game offers unique graphic effects which greatly enhance this sci-fi adventure.

Few cartridge-based games are this good at making digitized characters seem more like video images. At the start of this game, you can watch a non-interactive animated sequence that explains the rather detailed plot of this game.



From the game's Options Menu, gamers can choose the Level of Difficulty and select what language they wish to play the game in. You can also select the controller configuration that determines the function for the 'A,' 'B,' and 'C' buttons during the game.

At the beginning of Level 1, walk to the right and drop down onto the ledge directly below you. Next, turn to the left and drop down two additional levels. When you land on the ledge (three down from the one you started on) proceed to the left and you'll discover a Holocube and a Pressure Pad. (You must touch this Pressure Pad to continue play.)

POWER TIP:

When exploring the Death Tower, you must enter each new room by executing a roll. Have your gun out and be ready to shoot.

There are ten object icons in this game that represent tools you can use. Holocubes are like hand-held video recorders containing valuable information. Much to your surprise, the image in the Holocube will contain a message to yourself that you recorded earlier.

POWER TIP:
Energize your shields and charge your cartridges when you encounter an Energy Generator.

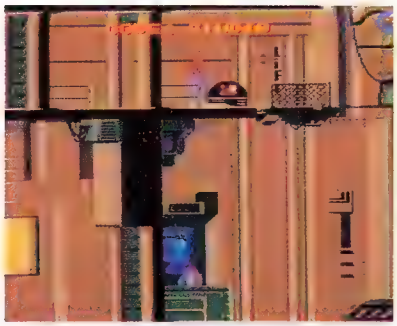
By pressing the START button during the game, you can access the Inventory of the items you are carrying. You will begin the game with a few items but will accumulate many more as your quest continues. In addition to Holocubes, you will need to use the Force Field, Stones, Magnetic Cartridge, Credits (money), a Mechanical Mouse, an Exploding Mouse, an ID Card, Teleport Receiver, and a Teleport Remote Control.

When you activate the Holocube, you will discover a message (from yourself) that will assist you in regaining your memory.

FLASHBACK offers a Password feature. Each time you complete a level, you will receive a special password. Here are the codes that will help you explore the various levels of the game:

	LEVEL OF DIFFICULTY:		
	EASY	**NORMAL**	**EXPERT**
Level 1	PIXEL	FALCON	CLIO
Level 2	BETSY	DATA	ACRTC
Level 3	PANCHO	MILORD	BLOB
Level 4	STUDIO	QUICKY	STUN
Level 5	TOHO	BIJOU	MIMOLO
Level 6	AKANE	BUBBLE	HECTOR
Level 7	INCBIN	CLIP	KALIMA

In Level 3, Conrad becomes a contestant on a futuristic television game show. His goal is to win a free ticket so that he can return to Earth. When exploring this level, the easiest path to follow won't always be the quickest. To avoid the drones, you must duck and roll in between shots.

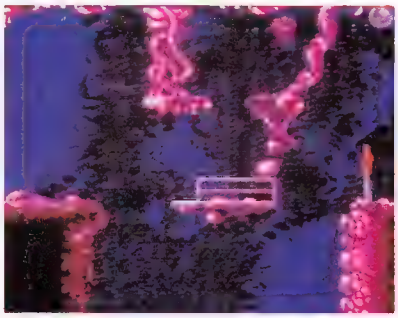


Level 4 takes place back on Earth, within the aliens' headquarters. Just after you go down the elevator and give the man your papers, you should proceed to the left, go up the elevator, and activate the door sensor. At this point it is vital that you also turn on your Force Field. Within a few moments, you'll encounter two guards whom you'll have to shoot. Next, locate the Energy Generator (up and to the right). Eventually, you'll have to travel on a taxi that will transport you to a Save Station as you continue your exploration of the alien headquarters.

Activating a Save Station works as a level marker and will save your progress thus far in the game.

POWER TIP:

In the Jungle, you can throw stones that you pick up. This will confuse the alien guards. You may also place the stones on Pressure Pads to keep them active even when you move off them.



As a rule, when traveling to the next screen, you want to proceed with caution, since you could run into a sudden, fatal drop. You must also learn how to deal with the various enemy creatures you encounter. If you watch the demo at the start of the game, you will receive a few clues about how to proceed within each level.

The final levels of FLASHBACK take place on the home planet of the aliens. You'll be required to use all of your skills in order to locate the information necessary to destroy their planet. Conrad has the ability to talk, run, jump, climb, roll, hang and climb, take running jumps, and perform combination moves. He can also aim and fire his weapon, plus use any of the items he has acquired.

At the start of this level, you must take a leap across a canyon in order to reach the Save Station, or you can travel to the left and explore the nearby areas. When you take the elevator upward on the Morph Planet, be sure to leave the Teleport Receiver at the bottom. When fighting aliens, stay low and away from confined places.

MORTAL KOMBAT

Based on the mega-popular coin-op arcade game, MORTAL KOMBAT for Sega Genesis is an action-packed martial-arts game that features digitized human actors that you control. This is a one- or two-player (simultaneous action) game in which the goal is to fight and to earn the title "Grand Champion."

Just as in the arcade game, the available fighters are: Liu Kang, Johnny Cage, Kano, Rayden, Scorpion, Sub-Zero, and Sonya Blade. Each fighter has his or her own strengths, weakness, and special fighting moves that you'll have to master. To become a good fighter, it is vital that you master the basic martial arts maneuvers early on. These moves include: kicks, punches, jumps, crouches, and blocks. By combining these moves you can create more powerful maneuvers.

After selecting your player, you'll have to beat each of the other fighters and then take part in a "Mirror Match" in which you compete against a clone of yourself. Next, you must be victorious in a series of Endurance Matches (which put you up against two opponents) then fight against the Grand Champion named Goro. Once Goro has been beaten, you will compete against the evil demon Shang Tsung. This will be the ultimate test of your fighting skills.

From the Options Menu of MORTAL KOMBAT you can adjust the number of Continues (up to six) and the Level of Difficulty (Easy, Medium, Hard, or Very Hard). From the main title screen you also skip this Options Menu and immediately select your fighter.

Your first job is to select the fighter you wish to control. To become an excellent MORTAL KOMBAT player, it's a smart strategy to select one player and master his or her moves, as opposed to selecting a different fighter each time you play. Knowing your character's capabilities and being able to react instantly will be major factors in developing yourself into a champion fighter.

Every fighter has a special move. Shown here is Rayden's Lightning Throw, which is activated by pressing the DOWN arrow, the LEFT or RIGHT arrow (whichever direction is facing the opponent), and then pressing the 'A' button in a fast sequence. Another one of this character's special moves is the Teleport (press DOWN, DOWN, and then UP quickly). This will make Rayden disappear from the game screen and instantly appear behind the opponent. If, while activating this move, you turn and face your opponent, when you reappear, you'll be ready to launch an unexpected attack.

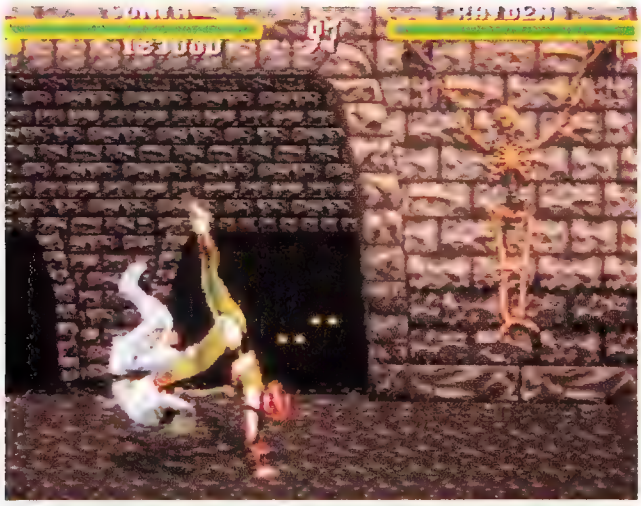
The first fighter to win two rounds will win the fight and continue in the championship quest. The loser is disqualified. After each round of fighting, the player's score is totaled. This score is based on the speed in which the round was won plus the quality of the fighting. If you manage to beat an opponent without sustaining any damage to your energy meter, you'll receive an extra bonus.

When one player's energy meter is depleted (totally red) the round will end. The message "Finish Him/Her" will appear on the game screen indicating that only one more successful attack is needed to win the match.

POWER TIP:

The problem with Shang Tsung is that his special maneuvers are extra powerful. For example, this dude has the ability to float in the air and shoot multiple fireballs at the same time. You can expect a few other tricks as well.

In between each fight, you'll see this lineup indicating the opponents you'll be going up against in the matches to come.



Sonya may be the only female fighter in this championship martial-arts competition, but she's one strong fighter with a few special tricks of her own. The Ring Toss, Square Wave Flight, Scissor Grab, and her Finishing Move are among her arsenal of maneuvers that can be used together with basic punches and kicks. Any move that involves a kick will definitely be useful when you're controlling Sonya. When fighting at close range, you can put some distance between yourself and your opponent by executing a throw.

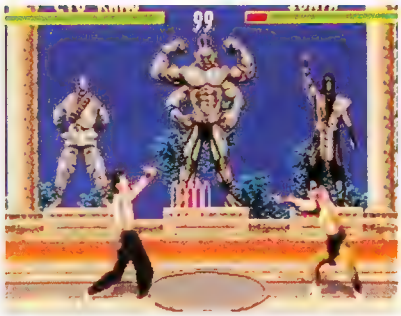
Periodically, you will be asked to prove your skills in a bare-handed test of strength. To increase the power of your hit as you attempt to smash the objects in front of you, you must press the 'A' and then 'C' button repeatedly. When the power meter next to your fighter reaches its peak and you're ready to execute a chop or punch, press the START button. You must work fast, since a clock (located at the bottom of the game screen) will be ticking away, and you must complete your maneuver before time runs out.

After beating all of the other normal fighters and working your way up the ranks, you'll have to fight in a "Mirror Match." The hardest part about this match is that your opponent has the same moves as you; both contestants are evenly matched. As the player, you must also pay careful attention so that you can keep track of your character on the game screen, since they look identical.

Sub-Zero's special move is the Freeze. By quickly pressing the DOWN arrow, then the LEFT or RIGHT arrow (whichever is facing the opponent) and then the 'A' button, you can temporarily freeze your opponent and then launch a more traditional attack without the opponent fighting back. This is an extremely powerful maneuver that is difficult to defend against. The Slide is also an excellent move for knocking the other fighter off of his or her feet.

During the three Endurance Matches, you must beat one opponent and then immediately fight a second opponent as part of the same match. Based on these rules, in this type of match, you have only half an energy meter's worth of strength to beat two opponents. Remember what it took to defeat each character during the one-on-one matches and use the same fighting techniques once again.

Liu Kang's special move is the ability to launch fireballs at opponents. Press the LEFT or RIGHT arrow (the one facing the opponent) twice then quickly press the 'A' button to launch Liu Kang's fireballs. The main defense against a special move like this is for a opponent to also launch their special move.



When an opponent like Sonya launches a special weapon, you can quickly move out of harm's way to try to defend yourself by executing your own special weapon. Since some moves are better to use for defense than others, it's an excellent idea to watch many matches and see how each fighter performs. Mastering your fighter's special moves will insure on-going victories.

Another of Rayden's special moves is his ability to turn himself into a human torpedo and launch himself directly into an opponent's stomach. This is an excellent move for weakening an opponent; however, for it to work, it must be unexpected.

Johnny Cage's Green Flame is also a powerful weapon that will greatly diminish an opponent's energy. To knock an opponent off of their feet, Cage can use his Shadow Kick. To cause the maximum damage when controlling Cage, perform a regular jump kick then quickly follow it up with a Shadow Kick. For close-up, hand-to-hand combat, any fighter can perform knee kicks, throws, and head-butts combined with punches and traditional kicks.

POWER TIP:

If you want to play just as rough as the arcade, here is a code that will let you. As the code of Honor screen forms, press 'A,' 'B,' 'A,' 'C,' 'A,' 'B,' and 'B.' The background will change from gray to red, and Scorpion will shout, "Get over here!"

POWER TIP:

When an opponent launches an attack, by blocking that attack you can minimize the amount of energy that will be depleted from your energy meter.

COOL SPOT

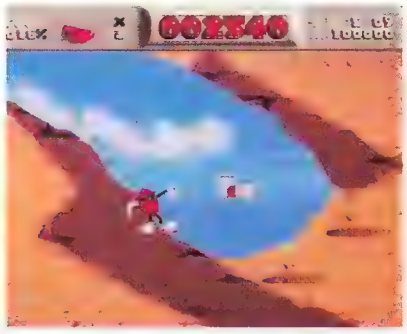
The graphics are crisp and clean, sort of like a frosty soft drink. Or at least a frosty soft-drink symbol.

This colorful and action-packed adventure stars Spot, the character from the 7-Up soda bottle. In this rather wacky adventure, Spot must rescue his fellow spot characters who have been kidnapped and locked in cages at the end of each level. As you help Spot navigate his way through the various stages, you must help him collect Cool Points (red dots), 7-Up logos, 7-Up soda glasses, 1-Ups, and other power-up icons.

This is a totally original video game that features excellent graphics and an up-beat soundtrack that will keep you rocking. As Spot, you can walk, run, jump, climb, and shoot soda bubbles (which are your only weapon against all sorts of bizarre creatures). COOL SPOT will appeal to video gamers of all ages and offers three levels of difficulty (Easy, Normal, and Hard) to accommodate any player's skills.

During each level, you must collect as many Cool Points as possible so that you'll have the opportunity to reach the Bonus Stage where you can earn Cool Letters that spell the word 'U-N-C-O-L-A.' Each one of these letters is worth a Continue in the game; however, in order to see the very special ending of this game, you must not use any Continues.

At the start of the game, this information-packed screen tells you what Spot should look for and avoid. During the actual game play, Spot will often be able to travel left, right, up, or down. If you're confused about which direction to proceed, grab a few Cool Points (red dots) and look for a white pointing hand that appears to guide you along.



In the upper-left corner of the game screen is Spot's Coolness gauge, which is measured as a percentage. Locating a 7-Up logo will add seven percent to your total Coolness Level. These icons also help to improve your overall game score, so be sure to grab them when they appear.

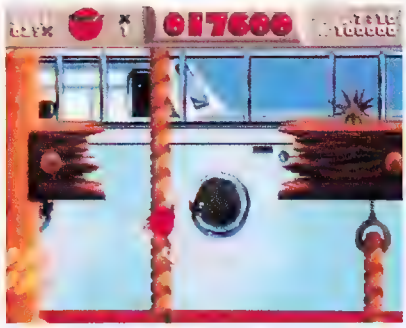
POWER TIP:
Each Cool Point will add one percent to your Coolness Percentage. If you reach 100 percent Coolness, you'll receive a 10,000 point bonus.

In the upper-right corner of the game screen is the timer for each level. Your goal is to collect the predetermined number of Cool Points that will allow you to locate the cage that contains your friend. You must locate and free your friend before the timer reaches zero. Locating a stopwatch icon will give you 30 extra seconds to complete the level. If you already know the location of the cage, spend this extra time collecting Cool Points so that you'll be able to enter the Bonus Stage.

Spot can't fly, but he can grab the Cool Points and other power-up icons that are floating in the sky by leaping upward and grabbing balloons. While holding onto a balloon, it is still possible for Spot to shoot his soda bubbles if enemy characters approach. If you don't see another balloon to jump to, take a leap of faith. You may locate another balloon.

When you locate the cage that holds your friend, immediately check the timer. If you have time remaining, use it to collect extra Cool Points. In this case, you can follow the pointing hands upward and grab a few balloons. Just make sure you return to the cage in time to free your friend before the clock reaches zero. To break open the lock on the cage, shoot soda bubbles at it while standing under or next to the cage.

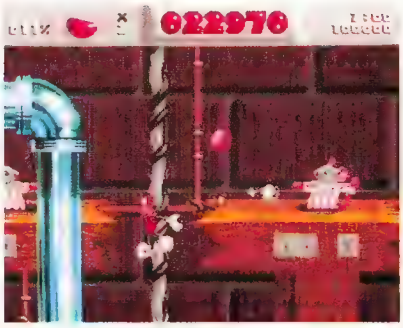
In the stage called Pier Pressure, Spot will have to climb up and down many ropes. Whenever possible, climb to the very top of the rope (which may be slightly off-screen) because you could find a useful power-up icon, such as a 7-Up logo. In this game, exploration is vital.



If it becomes necessary for Spot to leap from a rope to a platform, have Spot begin slightly below his intended target and then jump upward toward that target. After pressing the Jump button on the controller, you can use the directional arrows to control Spot's movement while he is in midair. As you walk along the docks, beware of sharp objects that will be in Spot's path. If he touches any of these objects, he will lose energy. When the Spot in the upper-left corner of the game screen disappears, Spot will lose a life.

Level Marker Flagpoles are extremely useful in this game, especially in the later levels. Once a flagpole is activated, you can restart the stage from that point if you lose a life. When you discover a flagpole, be sure to activate it, even if it's located slightly out of the way from your intended destination.

Always follow the white pointing hands that appear on the game screen. The problem is, you'll often have to get past obstacles, like this giant fish that spits at you. The trick to beating this character is to keep shooting your soda bubbles at him. They will block the fish's spit from hitting you and eventually weaken the fish until it is defeated. If it's easier, in some cases you may want to climb a rope and shoot your bubbles at the opponent from slightly above or below it.

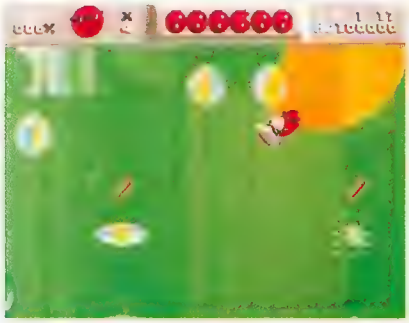


In Da Wall you will encounter deadly spiders and dozens of mice that will throw cheese balls at you. When you are faced with two mice (on opposite sides) each throwing things in your direction, you must stand slightly above or below them and quickly shoot soda bubbles at them, one at a time, until they are both defeated.

Spot hates water, but the level called Wading Around takes place above water. The trick is to keep Spot leaping from object to object and make sure he doesn't fall into the water. As soon as possible, you'll want to travel up in this level. If you see a power-up icon floating in the air, there is a way to reach it; however, plan your strategy carefully so you don't wind up losing a life. Anything that is floating in the water is safe for Spot to jump onto; however, if the floating object is inhabited by another creature, Spot must first shoot his soda bubbles to remove the enemy.

Along with walking, climbing, and jumping, in several stages, Spot can also ride upward in large bubbles. When he does this, you can control the direction of the bubble using the directional arrows. To break the bubble and continue moving, shoot your soda bubbles.

Sometimes, Spot will have to ride down slides and be almost totally out of control. This is fine; however, when the ride is over, it's vital that you regain control over Spot's movements quickly so that you're prepared for whatever challenges await.



The Bonus Stage takes place within a 7-Up soda bottle filled with bubbles. Your goal is to travel upward as quickly as possible. At the very top of the bottle will be one letter (needed to spell UNCOLA). Each of these letters is worth a Continue. To enter this Bonus Stage, you must collect 75 Cool Points (Easy mode), 85 Cool Points (Normal mode), or 99 Cool Points (Hard mode) within a single stage. This is always possible, but it will require you to work extra fast and grab all of the stopwatch icons.

SUPER HIGH IMPACT

There are many ultra-realistic sports simulations available for the Sega Genesis that re-create real-life players and teams using actual stats, team logos, and trademark moves of specific players. SUPER HIGH IMPACT has none of that: This adaptation of the arcade hit is a football cartoon.

This cart offers 18 fictional teams and a playbook that contains more than 30 plays to choose from. SUPER HIGH IMPACT is a 1- or 2-player game that stresses the importance of high-action instead of highly detailed and preplanned strategies. Because SUPER HIGH IMPACT is easy to learn and follow, this is a great game to pick up and play with friends.

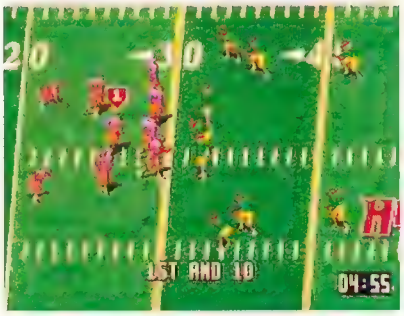
SUPER HIGH IMPACT offers several game play modes, including: Player vs. Computer (1 player), Player vs. Player (2-player competitive), and Two Players vs. Computer (2-player cooperative). This cart is most challenging and competitive when played with multiple players.

Depending on your skill level, you can select which league you want to play in (Exhibition, Pro, or Ultimate). Playing at the Ultimate level can be quite challenging, but game action is very realistic.

From the game's Options Menu, you can turn the Fighting Mode on or off. (Having it 'On' is much more fun!) You can also choose the type of field you want to play on (Grass or Turf). Additionally, it's up to you to determine how long each quarter of the game will last (two, three four, or five minutes).

POWER TIP:
Use the "Anti Bomb" defense against the computer and drop back into coverage. This gives you strong pass defense and a good chance for an interception.

Your playbook contains sixteen offensive and sixteen defensive plays. After each play, this playbook screen will appear. Use the UP and DOWN arrow to scroll through the playbook and move around the yellow selection box. Once you've placed the box around the play you want to execute, press the 'A,' 'B,' or 'C' button that corresponds to a specific play from within the box. (Your opponent won't be able to tell which button you've pressed until you actually attempt to execute the play.)



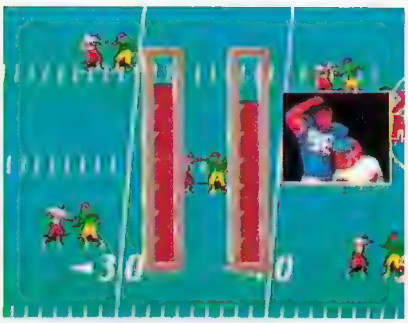
As the gamer, you will have an elevated view of the active portion of the play field. At the lower-right corner of the screen is the time clock. The numbered arrow above one of the players on your team represents the Active player whom you control.

After a play, you can expect the referee to appear and announce the result of the play using a digitized voice plus visual hand signals. You may also see helmets fly, players' pads explode, or the ball carrier scream out from a knee injury.

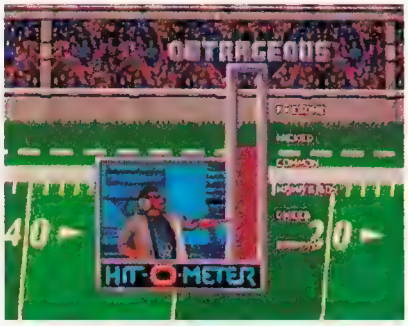
POWER TIP:

Often during a play, by pressing the 'A' button you can activate the Turbo Charge feature of the Active player. This gives the player an extra burst of power that will allow him to move faster and be stronger for a few seconds. You can only use this Turbo Charge feature once per man, per play. It's ideal for adding a bit of extra impact to a tackle!

If you mess up a play, the referee will say that it's "Incomplete." While on defense you have two options, you can either rush the passer or play D back and go for the interception.

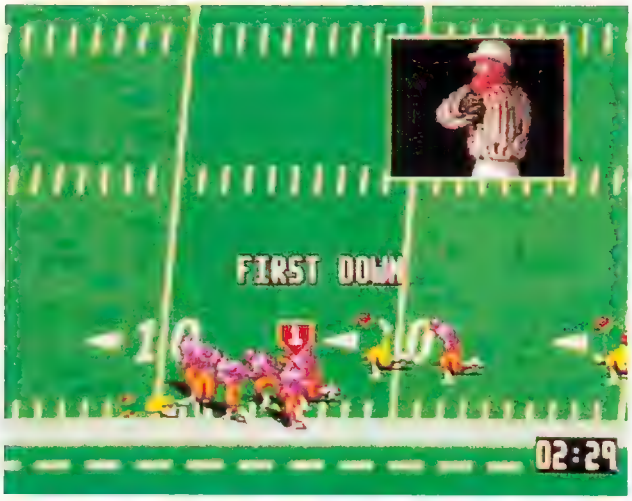


Forget sportsmanship! If you make another player angry, you'll have to battle it out with your fists. You might even be able to get other team members involved and start an all-out brawl. When a fight breaks out, quickly press the 'A,' 'B,' and 'C' buttons on the controller to increase your fighting strength. You'll notice the Fight Meter on the screen will rise and fall. How well you do in a fight has no impact on the actual game, but the fights add to the competitive flare of the overall game.



Playing a strong defense is, of course, vital to winning. When you execute a really spectacular tackle, the game's Hit-O-Meter will appear and grade the takedown. The goal is to get an "Outrageous" score, so keep trying to hit harder and use more force.

Don't let the digitized voices of your opponents psyche you out. Pay attention, work fast, and try to maintain control of the ball. When it's your turn to kick, be sure that you fully utilize the Power Meter that appears on the game screen. If you're on the receiving end of a kickoff, pay careful attention to the ball's trajectory. Line up your active player where you think the ball will land. With a bit of practice, you should be able to predict this location accurately. Use the 'A' button for an extra burst of speed to get around the corner and ahead of oncoming tacklers.



Aside from the fighting, SUPER HIGH IMPACT follows the basic rules of football. Keep a watchful eye on the clock, and use it to your advantage. When time is running out and you're ahead, you might want to stall a bit by taking the maximum amount of time (20 seconds) to choose your play from the playbook. You can also call time outs and use sheer force to keep opponents from doing anything with the ball.

During Half-Time and again at the end of the game, you will see this statistics screen that rates both teams' performances on the field.

After a Touchdown, you will have the opportunity to make an extra point attempt. Just as on kickoffs, quickly press the 'A,' 'B,' and 'C' buttons for more kicking power. If you don't have enough power, your kick will fall short or even be blocked.

POWER TIP:

On offense, choose the "Flood" play on third down and short. If the defense is in a blitz formation, a quick pass to the bottom receiver will net a large gain, possibly a Touchdown.

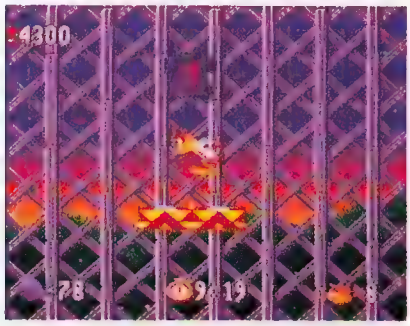
BUBSY IN:
CLAWS ENCOUNTERS OF THE FURRED KIND

This is one wild and wooly game, an interesting and amusing challenge starring a wisecracking bobcat name Bubsy. If you enjoy games like SONIC THE HEDGEHOG 1 & 2 or COOL SPOT, you're going to like the wacky antics of Bubsy, an original video-game character. This cart offers colorful, fast-moving graphics, and plenty of light-hearted fun.

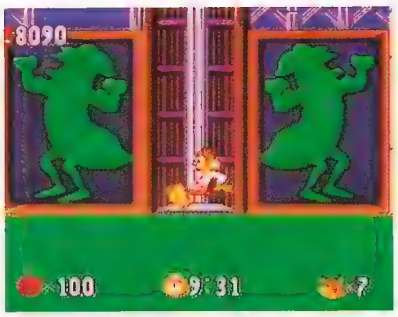
Bubsy loves yarn balls, so when a group of alien creatures called Woolies invades Bubsy's planet and starts stealing the yarn balls, Bubsy gets really mad. To stop the Woolies, Bubsy can pounce on their heads. All it takes is one touch from a Woolie and Bubsy is history, so you've got to be careful and maintain control over this fast-paced game. In his on-going search for Woolies, Bubsy can walk, run, jump, and glide as he explores the various levels within this exciting game.

The thing to remember is that cats hate water, so whenever possible keep Bubsy dry. At the end of each Act, Bubsy will encounter a Boss Woolie who won't be easy to beat. As befits his catness, Bubsy begins each game with nine lives. Additional lives can be earned by collecting 1-Ups and yarn balls. This cart features sixteen levels, many of which contain over 300 game screens each—so you'll be able to travel left, right, up, or down. In total, there are five different worlds to explore.

This game is filled with various adventures for Bubsy to experience. You'll soon find yourself riding roller coasters, gliding along water slides, leaping from tree limbs, floating on log rafts, and warping through levels via transporter caves.



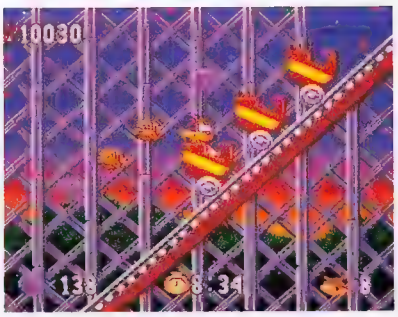
The power-ups in this game look like T-shirts. White shirts with numbers represent extra lives. Look for T-shirts worth one or two lives. Black shirts with an '!' imprint make Bubsy invisible from the Woolies for a short period of time. There's also an Invincibility T-shirt that allows Bubsy to get past any evil creature (but natural obstacles, such as water and spikes, are still deadly).



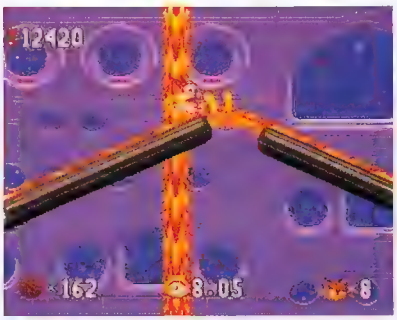
At the carnival, look for the Strongmen (shown here). Jump up in between these two guys and you'll fly up extra high. Use the directional arrows while in the air to control your direction, and look for power-ups that you couldn't see from the ground.

Caves and tunnels act as warp zones. Enter here and you'll be transported to another area in this stage or maybe even to a Bonus stage where you can collect extra yarn balls. Some warp caves and tunnels will send you backward, but don't despair, think of it as a chance to collect more yarn balls and extra power-ups.

POWER TIP:
For every 100 yarn balls you collect you'll earn an extra life.



While riding the roller coaster, you can use the buttons on the controller to reach up and grab the yarn balls that are floating overhead. Press the UP arrow to raise your hands and the Pounce or Glide button to exit the roller coaster when it's safe to do so. At times, you'll have to run along the track and avoid getting hit by a runaway roller coaster.



When the water slides part, you can determine which direction you travel in by pressing the directional arrows on the controller. Often, while the water current will automatically move you to one direction (in this case, the right), there are power-ups for the taking if you fight the currents and travel the other way.

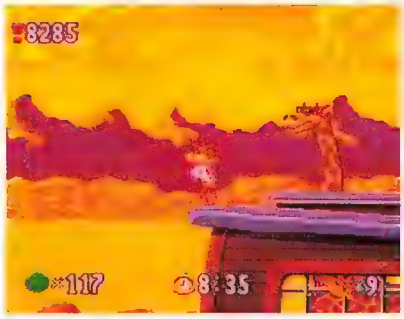
Rocket cars are an excellent way to travel around a stage. Press the UP arrow to raise your hands and grab yarn balls and other objects, or press the DOWN arrow to cover your eyes and duck (to avoid obstacles).

At the end of every level, you must run past this giant Level Marker. The faster you run past this floating circle, the faster it will spin and the more bonus yarn balls you'll receive. After you have activated this end Level Marker, you'll receive ten bonus points for every second remaining on the timer. When you begin a level, you'll have ten minutes, but if you get through a level extra fast, you can really accumulate a lot of points.

While riding on the train, you'll meet several unusual animals and characters that you'll need to bop on the head in order to pass. Your goal in this level is to reach the front of the train. To do this, you will have to leave the train, race against it, and then reboard the train.

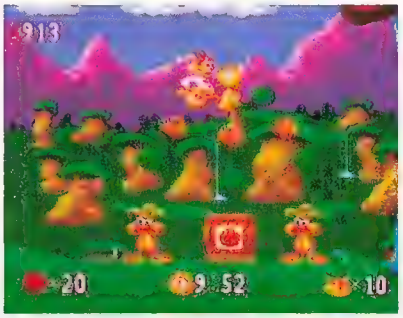
POWER TIP:

Yarn balls come in different colors. Green = 10 points, Yellow = 20 points, Red = 30 points, and Blue = 40 points. Also, be on the lookout for color-changing yarn balls. How much they are worth is a mystery until you grab them.



The trick to getting past this giraffe is to jump on his head.

While riding on a fast- moving train, be sure you leap from one car to the next without falling off. If you fail to do this, you will lose a life.



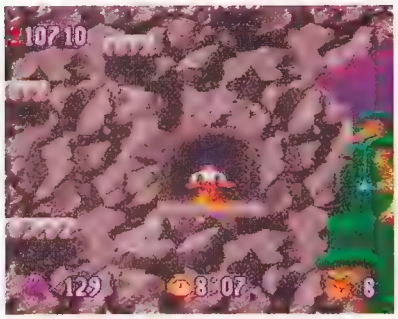
Woolies like to protect cartons of yarn balls. When you smash open a crate, it's worth 500 points; however, it's a good idea to bop the Woolies on the head first.

POWER TIP:

The very last stage of the game is called A FAREWELL TO WOOLIES. Here you'll have to defeat the double-headed Woolie while riding in their mother ship. At the same time, you must destroy the Yarn Ball Super Clusters that power the ship.

Lurking in the sky are many power-ups and yarn balls. To reach them, you must leap up from tree limbs that will catapult you upward. When flying through the air, if you use the directional arrows, you can control your movement and you'll be able to fly higher. If you see a power-up (or yarn ball) overhead, there's definitely a way to reach it. Keep in mind, until you're soaring through the air, you won't see most of the power-ups that are floating in the sky.

Fast-moving trains that come out of these tunnels are just one of the many moving obstacles you'll have to get past. The easiest way to get past these trains is to jump over them. Other moving obstacles you will encounter in this game are falling (or rolling) pianos. If your timing is right, you can pounce on these obstacles, but if you don't do it correctly, you'll lose a life.

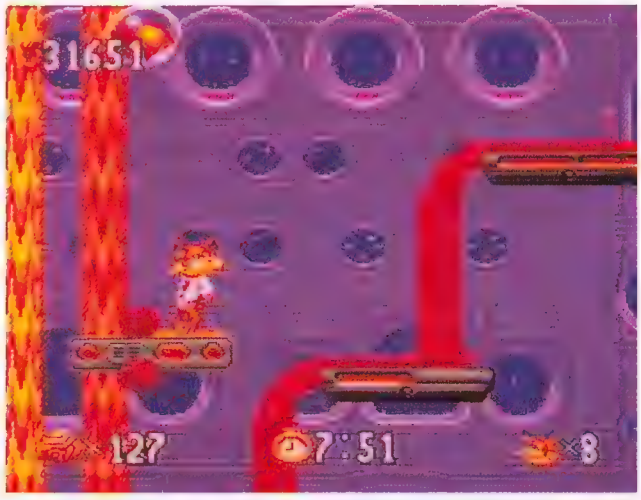


As you enter a cave, you'll see Bubsy disappear into the shadows of darkness. There's no telling where he'll come out, but it's always good to explore. If you happen you get transported to a Bonus Stage, you'll have a chance to collect yarn balls galore.

POWER TIP:
Gumball machines will spit deadly gum at you. Unfortunately, you can't attack these machines, so stay clear of them and the gum they shoot.

When the water slides part, you can determine which direction you travel in by pressing the directional arrows on the controller. Often, while the water current will automatically move you to one direction (in this case, the right), there are power-ups to be gotten if you fight the currents and travel the other way.

Dropping or crash landing from a high altitude can be deadly for Bubsy; however, anytime he is falling through the air, you can make him stretch out his arms, glide through the air, and eventually come to a safe landing on the ground. Gliding will keep Bubsy alive after a major drop, plus it can be used to travel great distances in the air (in order to avoid ground-based obstacles and Woolies).



In the Bonus stage, you'll find lava flowing everywhere. The trick is to remain in control and grab all of the yarn balls you encounter by riding the lava slides and leaping onto platforms. It's really easy to lose control and get transported back to the Act you were previously in.

BATMAN RETURNS

You've seen the movie, now experience the action as Batman goes up against The Penguin, The Catwoman, and an army of evil clowns in The Triangle Circus Gang.

The Genesis cartridge-based edition of the game features five Acts with 17 traditional horizontal scrolling levels. Using his powerful punches, kicks, jumps, and the special weapons from his Utility Belt, Batman must combat the bad guys and return peace to Gotham City. As you make your way through each platform level, you can expect to meet at least 19 different types of clowns, each armed with a different weapon.

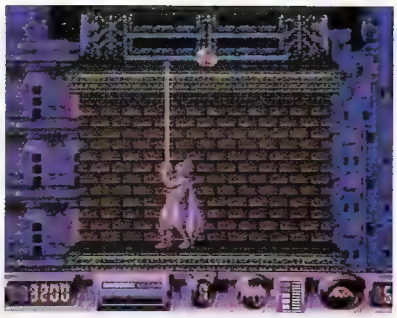
In the Sega CD edition of this game, the platform portion of the game is just like the cart version, and offers traditional horizontal scrolling game play. In addition, however, the CD-edition features unique driving stages where you steer the Batmobile through Gotham City or maneuver the Batskiboat through the underground sewers as you hunt down The Penguin.

BATMAN RETURNS offers rather dark graphics and large characters that set the stage for unexpected obstacles and challenges. The basic plot of this challenging game loosely follows the motion picture, with a few nasty surprises here and there.

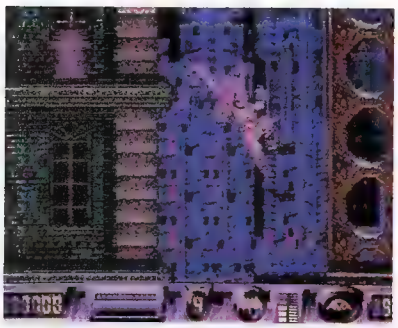
The platform portion of BATMAN RETURNS is virtually identical on the Genesis and Sega CD. What sets the CD edition apart from the cart-based version is the original soundtrack and the five driving Acts, each of which contains up to six levels.

POWER TIP:
Use Smoke Bombs to temporarily paralyze your enemy. Once you've activated the bomb, quickly approach the opponent and launch an attack using punches and kicks. If you act fast, the opponent will not fight back.

From the Options Menu of the Sega CD edition of BATMAN RETURNS, you can choose to play a full game (five Platform Acts and five Driving Acts) or select to play just the Platform or Driving Acts. You can also adjust the game's Level of Difficulty and the Number of Lives Per Game (3, 5, or 7).



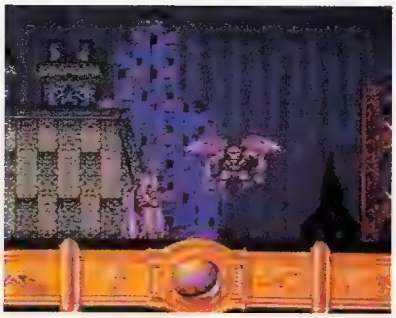
In the Platform Levels, use your Grappling Hook to reach higher levels or to swing in between buildings. Once the hook is launched, you can swing from the end or climb up the rope. You'll have to explore the various buildings in order to collect the power-up icons, some of which will replenish your arsenal of weapons while others will boost your energy.



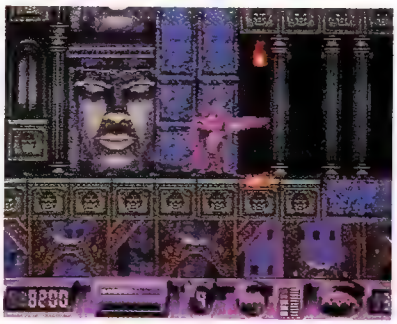
Batman can leap down short distances and perform a midair kick if an opponent is below. If you're planning a major drop, you should spread your Batwings and glide to safety.

POWER TIP:

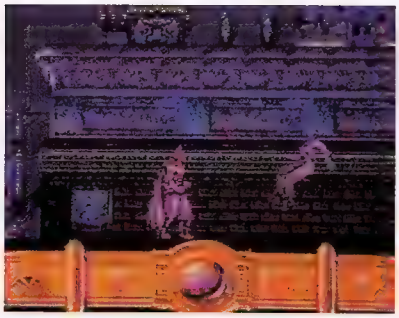
Keep an eye on Batman's Health Meter; when he loses too much energy, he will lose a life. By collecting small and large Heart icons, Batman can replenish his energy. Locating a Batman Mask is worth one extra life.



When the game begins and each time Batman begins a new life, his Utility Belt will be equipped with ten Batarangs, three Smoke Bombs, one Bat Swarm, one Grappling Gun, and one Super Seeking Batarang. A regular Batarang is like a boomerang, however, it contains extremely sharp blades that will injure (if not defeat) opponents. Each time you collect a Batarang icon (a sphere with a Batarang within it) you will receive an additional ten or 20 Batarangs.



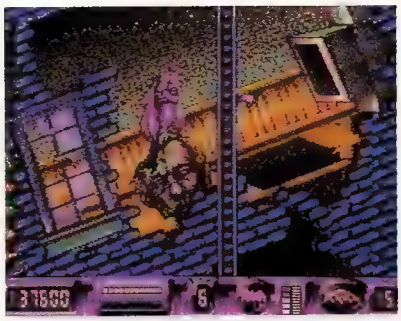
Batman's boots are constructed from a special shielding material that will protect him against flames, bullets, electricity, bombs, and other weapons. Here's a defensive trick that requires precise timing: When a weapon is shot toward Batman, execute a kick by pressing the LEFT or RIGHT directional arrow together with the 'B' button to shield him.



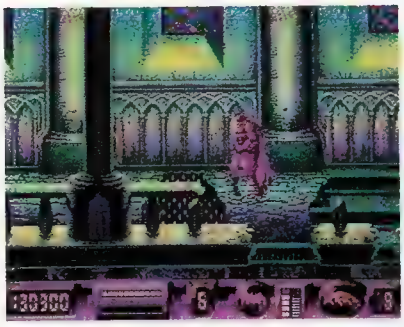
By unleashing a Swarm of Bats, Batman won't have to go anywhere near an opponent, such as The Catwoman, in order to launch a power-packed attack. This is an excellent weapon for defeating the Boss characters you'll encounter at the end of each level. You won't get injured while your pet bats attack the opponent.

POWER TIP:

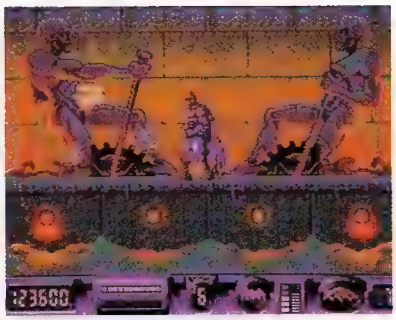
Here's a totally rad Level Select trick for the Sega CD edition of BATMAN RETURNS! From the Options Screen, choose the Driving game. Hold down the LEFT arrow and press the 'B' button. Next, move the cursor to Level of Difficulty (Option #2) and once again hold down the LEFT arrow and press the 'B' button. You'll have to repeat this procedure for each of the options on the menu working your way down the list and then back up. When you've returned to menu option #1 (Game Type), you'll hear a special bell. Now, begin playing the game. When you're ready to jump to the next level, press the START button (to pause the game) and then the 'C' button.



When you enter the Abandoned Building, avoid being sucked into the air ducts because they transport you backward in the level. You can attack the statue head and let the chunks of rock clog the air vent. This will allow you to pass. When you reach the areas where the floor is lined with spikes, as you drop down, spread your cape for batwings and glide as far as you can to the left without actually landing.



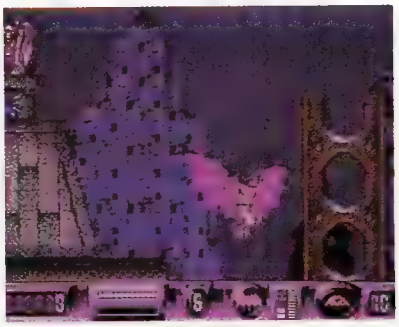
Within the Cathedral you will encounter what seems like an endless maze of identical levels as you fight off evil characters, including Gargoyles. You must avoid falling through holes in the floor or you could return to the beginning of the stage. Some of these holes will be difficult to detect, so proceed with caution.



To proceed, you'll have to get past these statues. To do this, jump up, stand on their knees, and attack their heads with whatever weapons you have available. Be careful, though: These dudes spit fire.

POWER TIP:

The Grappling Gun is like a shooting spear that will put a hole in just about any opponent. No matter which direction you throw the Super Seeking Batarang, it will locate the enemy and defeat him. This weapon works the best if used when several enemy characters are in close proximity. One throw will have a domino effect and defeat them all.



To Fly or Glide through the air, Batman can spread his Bat Wings as long as he has Flight Power remaining. While falling, or just after executing a jump, press the 'A' button to spread Batman's wings.

During the driving Levels of the Sega CD version of the game, the most important power-ups are the barrels that contain a Bat symbol. You should steer your vehicle to hit these objects head-on in order to obtain missiles. Each Driving Level is a race against time. When an enemy vehicle flashes, it is about to fire, so move out of the way.

Also in the Driving Levels, it is vital that you constantly hold down the 'B' button to achieve and maintain the maximum possible speed. At the same time, you'll have to use the directional arrows to control the direction of the vehicle, plus hit the 'A' or 'C' button when weapons need to be activated. After you blow away an enemy vehicle, stay away from the debris as well as other hazards in the road. Whatever happens, keep trying to proceed forward (shooting at enemies) until the level ends.

The motorcycles can easily be driven off the road by crashing into them; however, the drivers will often attempt to throw explosives at the Batmobile. The purple cars are more difficult to defeat. To get these vehicles off the road will require direct hits from your machine gun, plus at least one or two crashes by the Batmobile.

Several missile shots and/or continuous machine-gun fire will destroy the truck with the jack-in-the-box. Do your best to avoid the clown that jumps out of the box.

GAME GENIE CODES:

Code	Effect
BLYT-AA4R	Invincibility—still can die if you fall
ALFA-AA9N	Infinite Batarangs
BLGT-AA5N	Infinite Smoke Bombs
BLHT-AA8C	Infinite Swarms
BLJT-AA4L	Infinite Grappling Guns
BLLA-AA7A	Infinite Super Seeking Batarangs
BEFA-AABL	Start with 10 lives
NPFA-AAFT	Start with 99 Swarms
NPFA-AAFE	Start with 99 Batarangs
NPFA-AAFL	Start with 99 Smoke Bombs
NPFA-AAF0	Start with 99 Grappling Guns
NPFA-AAF6	Start with 99 Super Seeking Batarangs
AMGA-CAD6	Start on Level 2
ASGA-CAD6	Start on Level 3
AXGA-CAD6	Start on Level 4
A1GA-CAD6	Start on Level 5
A5GA-CAD6	Start on Level 6
A9GA-CAD6	Start on Level 7
BDGA-CAD6	Start on Level 8
BHGA-CAD6	Start on Level 9
BMGA-CAD6	Start on Level 10
B1GA-CAD6	Start on Level 11
B9GA-CAD6	Start on Level 12
CDGA-CAD6	Start on Level 13
CHGA-CAD6	Start on Secret Level
CMGA-CAD6	Start on Secret Level
CSGA-CAD6	Start on Level 14
CXGA-CAD6	Start on Level 15
C1GA-CAD6	Start on Level 16
C5GA-CAD6	Start on Level 17

CD

ROAD AVENGER

The game development group that calls itself Wolfteam is responsible for many of the popular Sega CD titles currently on the market. In ROAD AVENGER, they created the first generation of what could be called an interactive animated movie. This adventure takes place sometime in the future, when a group of terrorists from S.C.U.M. (Secret Criminal Underground Movement) have begun to take over the highways by running drivers off of the road. The team of law enforcers who have dedicated themselves to putting a stop to S.C.U.M.'s actions is known as S.T.O.P (Special Task Operations Patrol). As a key agent for S.T.O.P. you drive a fast sports car.

During one of your days off, you decided to take a ride with your fiancée. You never expected to be suddenly run off of the road (and over a cliff), which takes the life of your wife-to-be. Now, you want revenge on the group responsible for her death; so you set off on a high-speed adventure that will take you through nine stages of chases, crashes, and stunts. ROAD AVENGER features over 30 minutes of original full-motion animation that has been digitized. So fasten your seat belt and get ready for the ride of your life.

Using this special trick, you can also activate a Level Select feature: From the Options Menu, press UP and highlight the Players Option. Press the 'A' button six times then exit the Options Menu. Before the game begins, a special Level Select screen will appear.

Along with the Level Select feature, from the Options Menu you can also activate a Pause feature. At the Options Menu, highlight the Players Option then press the 'A' button four times and the 'B' button one time. Once the game begins, you can press the START button to Pause the game. When a game is Paused, you can automatically clear the level and continue the game (from the next level) by pressing: 'A,' 'A,' 'A,' 'A,' 'B,' and then 'A.' Play the game, and when you're ready to jump to the next level, press the START button to Pause the game then press the 'C' button.

In Normal play mode, you will know when to activate your brakes when this icon appears in the center of the game screen. The moment you see this command icon, you must respond. During most of this game, you'll be traveling at extremely fast speeds, so occasionally you'll have to slow down.

When a left or right arrow appears on the game screen, you must turn your vehicle in that direction. You can expect to make many sudden sharp turns. As a general rule, when you quickly turn to avoid an obstacle or an approaching car, you'll immediately have to turn again in the opposite direction in order to get yourself back on course.

To drive an enemy vehicle off the road, you must drive up behind it and then activate your car's Turbo feature that gives you a blast of extra power. If the Turbo icon remains on the screen, even after you have activated the Turbo feature, it may be necessary to press the Turbo button a second or even a third time to generate enough speed to accomplish your objective.

If you hesitate to respond to a command icon that appears on the screen, you could find yourself in the midst of a major crash . . . and you're the victim. Depending on the circumstances of your demise, you will see one of many different crash scenes that involve your vehicle.

Each stage of ROAD AVENGER takes place in a different location that is filled with different types of challenges. You'll find yourself cruising through canyons, speeding across a beach, exploring the sewers, racing down freeways, and executing fast turns in a rural setting. No matter what your surroundings, you must learn how to predict what type of actions and responses will become necessary.

By connecting a stereo television or a pair of stereo headphones to Genesis, you'll be able to experience the special life-like sound effects that have been incorporated into this game. These sound effects, like the visual clues, will help you quickly respond to the situations that arise. If a car is passing on the left, for example, you'll hear the car approaching.

STREETS OF RAGE 2

The nonstop martial-arts action continues in this sequel to the mega-popular STREETS OF RAGE game for Genesis. Metro City is once again in danger of being taken over by Mr. X and his drug gang; so Axel and Blaze must team up with their new pals Skate and Max who will fight the members of Mr. X's gang as they travel through all eight levels. This is a one- or two-player (simultaneous action) game in which players must use their fists and feet for hand-to-hand combat. Combining special maneuvers, various weapons, and combination moves will help guarantee your success. In total, each character has fifteen possible fighting techniques, including kicks, punches, throws, and jump attacks. While this game offers less variety and strategy than the Street Fighter II series, you can expect plenty of fighting action from this 16-meg cart.

POWER TIP:
When battling Big Ben (the fat dude with an attitude), wait for him to exhale his flaming breath, then attack him from behind.

To start the game with nine lives plus two Continues (for a total of 27 lives), plug in both Genesis controllers, even though you can play a one- or two-player game. At the title screen, press START on Controller 2. Move the cursor to the Options Menu and hold down the 'A' and 'B' buttons. With these buttons held down, press START. At the Options Menu move the Level Select to Very Easy. You can then add the extra lives.

Without using the special code, you must beat the game on Hard mode in order to receive the special password to experience STREETS OF RAGE 2 at the Mania Level.

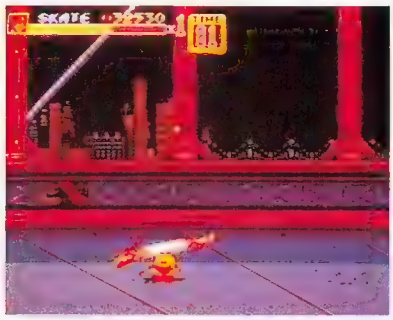
Flying kicks are extremely powerful maneuvers for all of the characters. For Axel, press the 'C' button, then while he's in the air, press the 'B' button. Use the directional arrows to control the direction of the kick so that you can hit your opponent head-on.

POWER TIP:
Locate the newspaper boy and then beat him up. You'll receive more than just the latest news headlines. Also, be on the lookout for bags of cash and food items that will restore energy.

Picking up a weapon, such as a steel pipe can give your fighter an advantage.

POWER TIP:
To help Max perform a Two-Handed Bash, press the 'C' button to Jump and then hit the 'B' button while in the air.

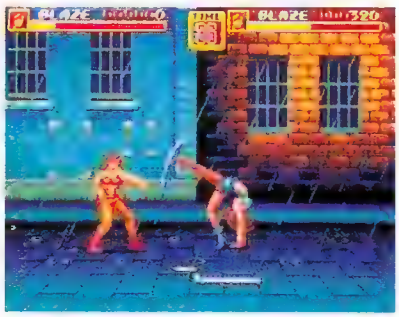
Skate is known as the "wheeled warrior" because he travels around on in-line skates. To see Skate perform a mid-air kick, hold down the 'B' button, then press 'C'. For up-close and personal fighting, move toward your opponent then press the 'B' button when you are face-to-face with the opponent. This will allow Skate to perform a head-butt and special elbow smash.



Just pressing the 'A' button will cause Skate to spin on his head and let his legs go flying. Any opponents standing nearby won't like the result of this discolike move.

POWER TIP:
Max can use his muscular shoulders as a weapon when you are close to an adversary. First, press the 'C' button to leap upward and at the same time, press the DOWN arrow and the 'B' button.

As a two-player game, it is possible to take part in a "Mirror Match" that allows the same character to fight against a clone of him- or herself. Plug both controllers into the Genesis system. At the title screen, hold down the RIGHT arrow plus the 'B' button on Controller 1. At the same time, hold down the LEFT arrow and the 'A' button on Controller #2. Also on Controller #2, press the 'C' button and select a two-player game. Now Player 1 and Player 2 can select the same character and have them compete against each other.



Blaze's special move is a powerhouse backflip/kick/cart-wheel combination. Pressing the 'A' button will activate this maneuver. Pressing the 'A' button in conjunction with the LEFT or RIGHT arrow will launch a Flash Punch toward an opponent.

The Flaming Punch is packed with power and will cause serious damage to any opponent Axel uses it on. Pressing the 'B' button followed by the 'C' button will cause Axel to execute a backhanded punch. After using a few standard punches on an opponent, Axel enjoys using an uppercut to finish an opponent off. To perform an uppercut punch, press the 'A' button in conjunction with a directional arrow when an opponent is up-close.

Some opponents, such as Electra, carry weapons that you must be ready to deal with. When a weapon is exposed, stand clear, then launch your attacks when the coast is clear.

The Stage Boss characters at the end of each level will have special powers that you must contend with. Using a series of jump kicks will work when trying to beat this character who has a turbo-charged backpack. When fighting Stage Boss characters, your standard fighting moves won't work, so be prepared to use your entire arsenal of special maneuvers.

GAME GENIE CODES:

CODE	EFFECT
AK9A-BA6C	Start on stage 2
AV9A-BA6C	Start on stage 3
A39A-BA6C	Start on stage 4
BB9A-BA6C	Start on stage 5
BK9A-BA6C	Start on stage 6
BV9A-BA6C	Start on stage 7
B39A-BA6C	Start on stage 8
LB0A-BEB6	Player 1 starts with 9 lives
LB0A-BEGL + LC5A-BEAC	Player 2 starts with 9 lives
AW7T-AA6L	Infinite lives—both players
PBFA-AAG6	Apple pick-up restores all energy
ABFT-ACAT	Cash bag worth 10,000
LBFT-AEAT	Cash bag worth 25,000
ABFT-ALAY	Gold bar worth 50,000
PKFA-BN0E	1-up worth 3 lives
BF1A-AAAE	Player 1 starts with 8 Continues
BF1A-AAC4	Player 2 starts with 8 Continues
AL7T-AA62	Infinite continues—both players
NM6T-AAF0	Choose up to 99 players on options screen

TAZ-MANIA

Like the best cartoons, old veteran TAZ is almost indescribable. In fact, we suspect that if he could be described, he wouldn't be half as funny.

The Genesis version of TAZ-MANIA is colorful, wacky, and comical. As you control TAZ in this cartoonlike action/adventure, you must explore 17 levels and experience all sorts of challenges. Being a hungry Tasmanian Devil, TAZ will eat just about anything that he comes into contact with. As you explore each level, you can make TAZ walk, run, jump, or perform his famous Tornado Spin. Cartoonlike sound effects will accompany any moves TAZ makes.

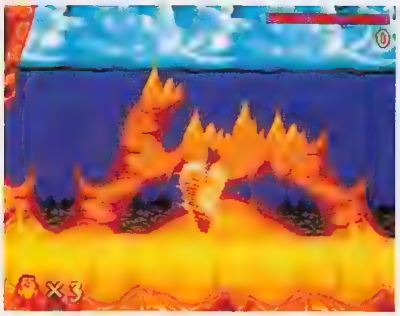
What would a video game be without bad guys? This game features the mischief of several popular villains from the Warner Bros. Taz-Mania animated television series, including: Rock Monsters, Bush Rats, Francis X. Bushland, and Bull Gator. Gamers of all ages will enjoy this adventure, which offers three levels of difficulty (Practice, Easy, or Hard) to accommodate any gamer's skills. At the start of the game, you'll learn all about the legendary seabird's nest, which contains an enormous egg. TAZ must locate this egg.

POWER TIP:

In the second section of the Badlands, climb to the highest ledge, move to the left, and grab the 1-Up. Next, walk toward the Rock Monster (to the right) and hop on his head. When it becomes visible, jump up and grab the Continue icon. Cross the bridge and eat the bomb to die. Repeat this process several times and you will accumulate a bunch of extra Continues!

TAZ-MANIA is an exciting, interactive cartoon. To access the secret features programmed into the game, plug both controllers into the Genesis system, turn on Taz-Mania, and, at the title screen, press the 'A,' 'B,' 'C,' and START buttons simultaneously on both controllers. You can then use these special features:

- To skip to the next level, press START (to Pause the game) then press the 'A,' 'B,' and 'C' buttons (simultaneously) once again.
- To become invincible for a short period, press the START button followed by the 'B' button.
- To access the Level Select feature, press the START button, followed by the 'C' button. Use the directional arrows to choose the level number.



TAZ's Tornado Spin will allow him to move ultra-fast and blow away most enemy characters and obstacles that are in his path.

Rock Monsters are located in the first level of this game. Don't let TAZ touch the front of these monsters. He can, however, jump on their heads and use them as stepping stones to cross a patch of quicksand.

POWER TIP:
At the top-right corner of the game screen is TAZ's Energy Meter. In order to replenish his energy, TAZ must eat food. When TAZ gets caught in a trap or attacked by an enemy, his energy will be diminished.

Don't let moving obstacles, such as this fast-moving truck, run you over.

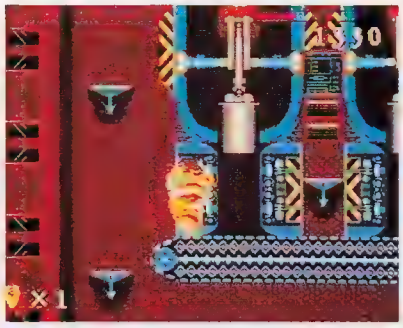
Picking up and eating a bright red star will make TAZ invincible for a short period of time. As long as TAZ remains flashing, nothing can hurt him, so try to travel across as much territory as possible before the invincibility wears off.

While visiting Iceland, TAZ will have to slip and slide his way around this level. Press the directional arrow in the opposite way TAZ is walking in order to stop him from skidding directly off an iceberg. Throughout this level, be on the lookout for igloos that contain power-ups (such as food items, which will replenish your energy).

POWER TIP:
The three primary functions of the 'A,' 'B,' and 'C' buttons are: Action, Spin, and Jump. At the start of the game, you can assign these tasks to whichever buttons you wish.

The weather in Iceland is extremely cold. If TAZ falls into the water and doesn't have enough energy to quickly execute a series of jumps and Tornado Spins, he will freeze within a matter of seconds. (This will cause him to lose a life.) To keep this from happening, make sure TAZ is well fed so he can maintain his energy.

POWER TIP:
While visiting The Taztec Ruins, you will find that the place is old and falling apart; however, the Flaming Dragon Heads are still extremely active, so don't get yourself burned.

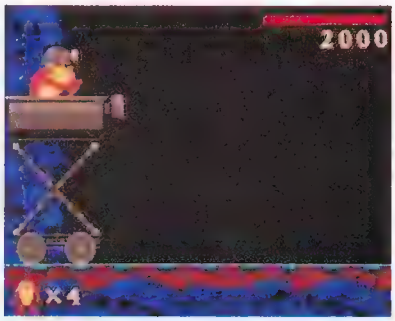


Timing is the key to passing machinery that moves up and down. If you get caught under one of these objects, you'll become a Tasmanian pancake. To travel faster, your Tornado Spin will come in handy.

While in the Factory, you will have to travel along conveyor belts. To safely walk along a conveyor belt, travel in the opposite direction from the one it's moving in. If you don't know which direction to travel in next, be sure to follow the yellow arrows that appear.

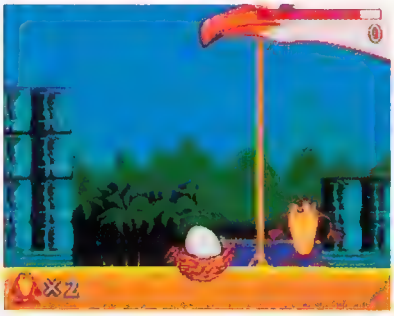
After completing each level, you'll see a map. You must follow the map in order to ultimately locate the giant egg that you've heard so much about.

While visiting the Jungle, TAZ will encounter a giant weed that will attack him. To defeat this creature, throw bags of No Weed at it or pounce on its head.



The Mines Level features a fast-paced ride on a run-away ore cart. Use the LEFT arrow to slow down and the RIGHT arrow to speed up. When an obstacle is in your path, you'll have to press the Action button on the controller to make the cart rise up.

There are two types of power-ups that TAZ should be sure to grab. The yellow photo (with the number 1 printed on it) is worth an extra life. The photos with the number 2 printed on it are worth an extra Continue. Bombs, however, should be avoided. If TAZ eats a bomb, he'll blow up.



In the final level, The Giant Seabird Nest, you'll discover the giant egg that you've been looking for. The problem is, now you must defeat the Seabird in order to grab the egg. When the bird lowers itself, launch your attack.

GAME GENIE CODES:

Code	Effect
AJKT-JA24	Infinite lives
AKCT-GA7W	Infinite Continues
AJXA-GA22	Never lose health
AKAA-GA7G	Infinite invincibility after star or injury
LAJT-JABY + LAKT-JAB2	Start with 50 lives
CB4T-E6AN	Two minutes invincibility when you eat a star
AZ4A-FA8A	Photo 1 worth five extra lives

TEENAGE MUTANT NINJA TURTLES: THE HYPERSTONE HEIST

After starring in a series of comic books, an animated television series, and in several motion pictures, the adventures of America's favorite mutant ninja turtles continue in this martial arts action/adventure game. The powerful Hyperstone can be used for sinister purposes to actually shrink entire cities; so when Shredder gets his hands on this stone, you know there's going to be mega-trouble. It's up to Michaelangelo, Donatello, Raphael, and Leonardo to get through four stages (with three levels each) filled with henchmen. You will eventually go one-on-one with Shredder himself.

Each of the Turtles has his own unique fighting style and special moves that you'll need to use as you fight off hundreds of enemy characters and discover creative ways to be victorious when dealing with the various Boss characters. From the moment this game begins, you'll experience nonstop fighting action.

TMNT: THE HYPERSTONE HEIST is a one- or two-player simultaneous action game. When two players are working together, beating Shredder's henchmen is a bit easier, since two Turtles can work together. This game has three levels of difficulty and the number of lives per game is adjustable.

Before the action begins, you can use this special Level Select trick: When the Konami logo first appears (before the title screen), press: 'C,' 'B,' 'B,' 'A,' 'A,' 'A,' 'B,' and then 'C.' You must do this before the logo disappears. Next, press START to get to the title screen, then press: 'A,' 'B,' 'B,' 'C,' 'C,' 'C,' 'B,' and then 'A.' Before the game begins, this special Level Select screen will appear. Use the directional arrows on the controller to choose the Stage and Level you want, then press START to begin the game at that Stage/Level.

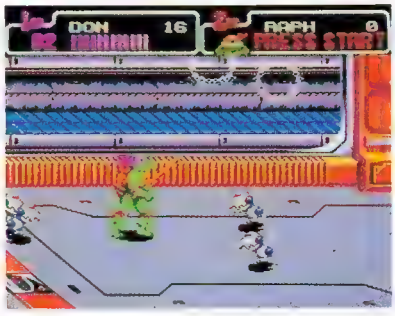
You can choose which Turtle you want to control. Each Turtle has a special weapon as well as his own maneuvers. Leonardo has mastered the Spinning Blade attack. Michaelangelo is known for his Kamikaze Attack. Donatello's Toe Smash is a powerful flying kick, and Raphael can knock most opponents off their feet using his Jumping Spin Kick. Each time one of these special moves is used successfully, two units of your energy are required, so only use these moves when they are absolutely necessary.

Turtles love Pizza! Grabbing pizza boxes replenishes a Turtle's energy. Picking up a box with a bomb on it will give a Turtle super powers for a short period of time. When you see one of these special boxes, don't grab it until several enemy characters have approached you.

In this stage, creatures will pop out of the floor; however, if you position yourself correctly and use your weapons, you can defeat these characters before they fully appear.

POWER TIP:

Use jump attacks to knock down multiple opponents who are lined up. They will fall like bowling pins or dominos. Sliding kicks are also useful for this purpose.

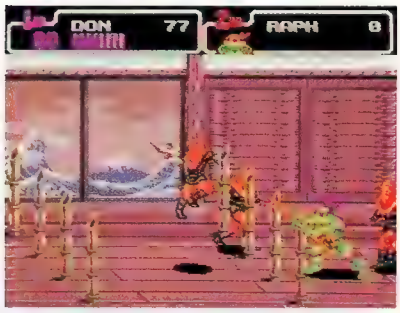


The easiest way to defeat these pesky little robotic creatures is to corner them at the edge of the game screen and keep attacking. These dudes are called Mousers. They are robotic rats that were created by Stockman, but Shredder is mass producing them and using them as part of his evil army.

Shredder's Foot Soldiers will attack you by the dozens. They are particularly good fighters when they are taking part in close-range combat. Using jump kicks and other aerial moves, you should be able to launch your attacks against these guys from a distance, before they start launching attacks against you.

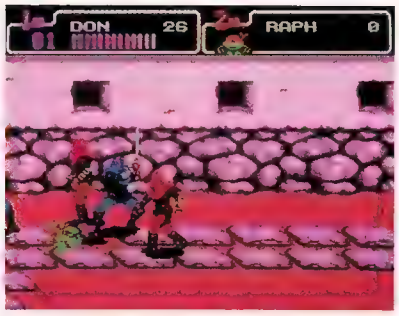
When you become a surfer dude, you'll have to keep your balance on these radical surf boards as you fight enemy characters and avoid obstacles that appear in the water. Most enemies are pretty easy to beat; however, you must avoid the weapons that some of Shredder's henchmen will launch at you. In this case, you'll need to perform a few fast turns to avoid these flying knives.

Roadkill Rodney robots are fast moving, small, and armed with a powerful whip. The best time to launch an attack on these robots is before or after they execute a whip attack.



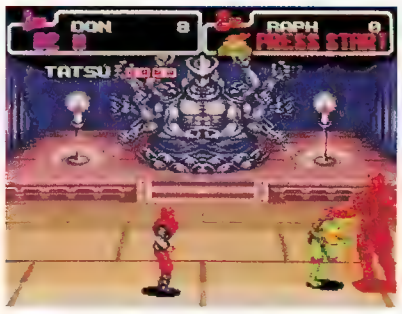
In this stage, you will have to continue fighting your opponents while avoiding the obstacles in your path. Here in Shredder's Hideout, opponents will approach from all directions.

POWER TIP:
In Stage 3-3 (Shredder's Hideout), Tatsu is the Boss character whom you'll have to defeat. While fighting the Foot Soldiers who are guarding him, try to launch a few attacks on Tatsu, but be sure to avoid his bullets. When you're ready to aim your full attention toward defeating Tatsu, use a Slide Kick to approach quickly and launch your non-stop attacks from up close.



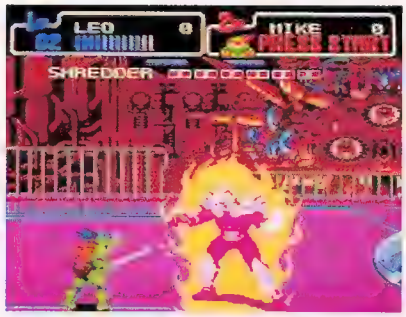
To keep from being splattered, you must avoid getting surrounded by enemies. If you're controlling a Turtle who is capable of launching some type of spin attack, use it to clear the opponents and give yourself some space.

POWER TIP:
When experiencing this game in two-player mode, it's an excellent strategy for the two Turtles to fight back-to-back.



Boss characters are the most difficult to beat, especially when other opponents are also attacking you. When this happens, first clear away the normal opponents, then start launching your attacks on the Boss character. When you start causing some serious damage, the Boss character's energy meter will appear on the screen. Keep plugging away at the opponent until he is defeated.

To beat this alligatorlike Boss character, you'll have to stay low, but move fast. Leatherhead is a mutant alligator who doesn't like Turtles.



At the very end of this game, you will have to fight Shredder in a one-on-one battle that will take place on the roof of a building. Shredder has three basic types of attacks that you will be able to predict, based on what color he turns just before he makes his move. When Shredder flashes green, he's about to launch his Retro Mutagen, so stand clear! If Shredder flashes red, he's about to throw flames at you. Dodge the flames, launch an attack, and step back. If Shredder flashes blue, he will shoot laser beams toward you.

ALIEN 3

Dark and creepy and waiting to burst right out of your television screen: Here's ALIEN 3.

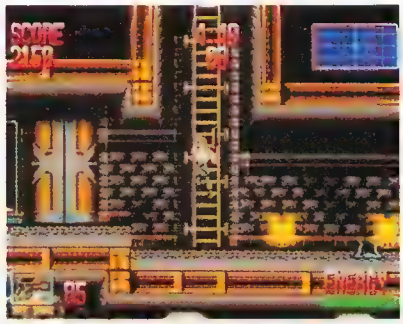
If you're a fan of science fiction and enjoyed watching the *Alien* movies on the big screen, here's your chance to become part of the action. You will travel through the maze of tunnels and corridors that make up the FIORINA 161 "penal colony" space station, where our hero Ripley has crash landed.

Unlike the motion picture, in this high-action, shoot-'em-up game you are armed with a series of powerful weapons, which you must use to destroy all of the alien Xenomorph creatures that now inhabit the space station. Your goal is to locate and kill the Queen Alien and at the same time rescue each of the human hostages that the aliens have captured. Each of the 16 stages is a race against the clock as you roam the corridors and climb up and down ladders on a search and destroy mission.

Your available weapons include a machine gun, flamethrower, grenade launcher, and an assortment of hand grenades. As you explore the space station, you will discover additional ammunition and first-aid kits that will replenish your energy.

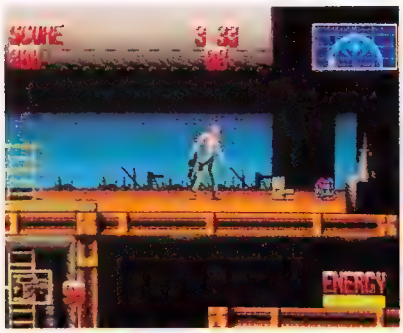
POWER TIP:
At the beginning of Stage 2, if you immediately travel to the left, you'll discover a hidden room that contains a supply of ammunition and grenades.

While the main characters and setting of this game are similar to the motion picture, the plot of this game is different. In the movie, the good characters were trapped on the penal colony with no weapons; in the video game you will begin with a machine gun, flamethrower, grenade launcher, and hand grenades. Even with all that firepower, though, you'll want to make every shot count.

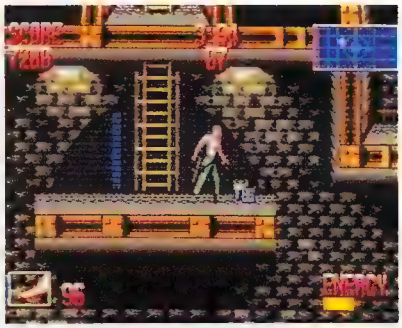


When you climb up or go down ladders and can't see your final destination, you should fire one or two rounds of ammunition ahead of you to kill any aliens that are planning a surprise attack. The radar screen, located in the upper-right corner of the overall game screen, will help you determine where alien creatures are lurking.

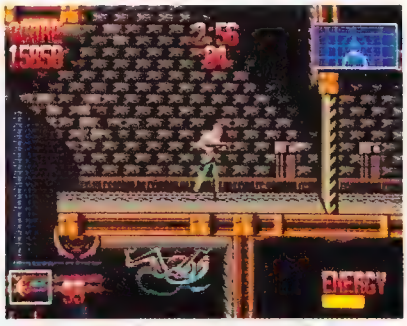
Human hostages are located throughout each level of this game. You must locate and free all of the hostages before time on the clock runs out. If you are having trouble locating all of the hostages in a specific stage, let the clock reach zero. You will lose a life, but each hostage's location will then be displayed on the screen. Remember where they are—they will be in the same places the next time you play the game. The number of remaining hostages in each stage is displayed directly under the clock.



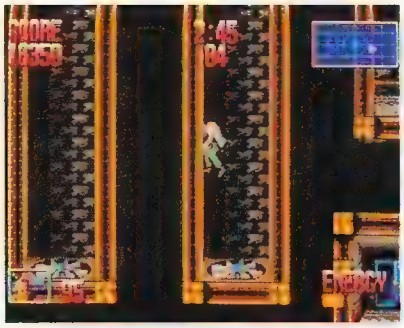
Always grab whatever ammunition and first-aid kits you discover. Sometimes this additional ammo will be easily accessible. Other times, you'll have to search for it. Don't let your existing ammo run out before you start looking for a refill, or you will be defenseless against the aliens.



The space station contains many hidden rooms and secret passageways. It is important to explore each of these rooms, however, you don't want to spend too much time doing so until you know where the hostages are located. Your hand grenades and the grenade launcher are your most destructive weapons. The benefit of grenades is that they can be thrown down holes or tossed around corners.



Aliens come in a variety of shapes and sizes, including varieties that can walk on walls and ceilings, which makes it easier for them to sneak up on you. Some adult aliens will launch a physical attack while others will spit their deadly acid blood at you. The smaller aliens are called Face Huggers. These guys attach themselves to your face and suck your brains right out of your head so they can then take over your body.

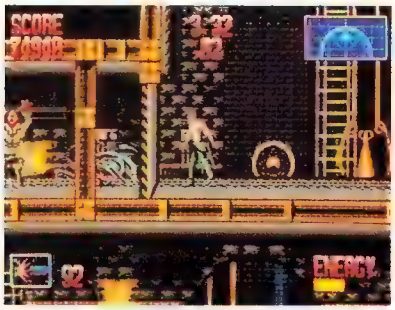


Some tunnels lead to deadly dead ends, so don't drop down into an unknown area. Face Hugger aliens can hide in small areas. To easily defeat them, crouch down and shoot at them. If a Face Hugger attacks you, quickly press the LEFT and RIGHT arrow keys alternately, and keep doing this until they lose their grip.

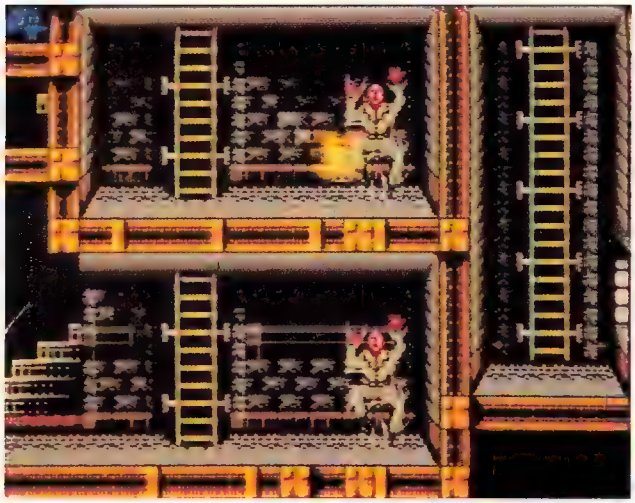
POWER TIP:
If possible, back aliens into a corner and then keep shooting at them until they are defeated.

As you crawl through tunnels, have a weapon ready to shoot ahead of you, and be prepared for aliens to attack. When you're in unfamiliar territory, keep an eye on your radar screen.

At the end of each stage, you will receive points based on the number of aliens you've killed and the hostages you have freed. Bonus points will be awarded based on your unused ammunition.



Some hostage rescues will require special strategies, especially when the hostage is being guarded by an adult alien that is hiding behind a closed door. First, you must blast open the door with a grenade, then immediately launch a second grenade to kill the alien. This must be executed extremely quickly.



You are the only human that stands in the way of the aliens taking over the space station and eventually the planet Earth. You must take chances, use your weapons, and save the hostages. You'll earn 1,000 points for each adult alien you defeat. Freeing a hostage is worth 2,000 points. Killing a Face Hugger is worth 500 points. Each power-up you grab earns you 50 points, and blowing open a closed door is worth 500 points.

GAME GENIE CODES:

Code	Effect
SACT-CADY	Game clock runs slower
A2EA-AA8R	Infinite lives
AJNA-EA3R	Infinite ammo for machine gun
AJMA-EA7C	Infinite fuel for grenade launcher
AJKA-EA8B	Infinite hand grenades
AJMA-EA7C	Infinite fuel for flamethrower
CNBT-AAEY	Start at Stage five
5DXA-D93N	Ripley jumps higher
AACT-CA6J	Game clock frozen
RG2T-C6W4	First-aid pickup restores health to capacity

TINY TOON ADVENTURES:
BUSTER'S HIDDEN TREASURES

TINY TOON ADVENTURES is a colorful one-player action/adventure game that stars all of your favorite characters from the *Tiny Toons* animated television series. Get ready to hop, slide, skip, walk, run, and jump your way through this exciting adventure that features 33 challenging and silly stages, each loaded with a series of traps and other cartoonlike antics for Buster to experience. If you liked any of the other Tiny Toon games or carts like Sonic the Hedgehog, Taz-Mania, or Bubsy, you should really get into BUSTER'S HIDDEN TREASURES.

Once again, Buster Bunny and friends will go up against Montana Max as they search for a hidden treasure. Being the nasty dude that he is, Montana Max has used a special mind control helmet on Dizzy Devil, Plucky Duck, and Calamity Coyote in order to force them to help out on the massive search for the treasure. To keep Buster Bunny extra busy, Montana Max has also arranged for Babs Bunny, Fifi, Shirley, and Loon to be kidnapped. Now, Buster must locate his missing friends and then locate the treasure.

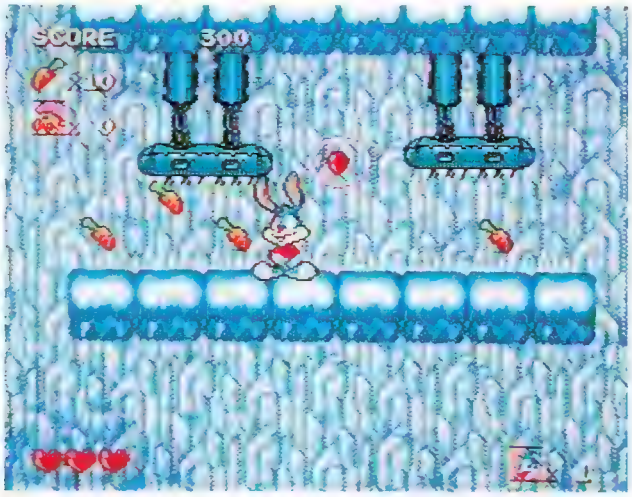
This edition of TINY TOON ADVENTURES is a fun and challenging interactive cartoon that stars all of your favorite characters from the animated television series.

If you enter the right Password, you can begin the game at any level. Here's a super special password that allows you to select any level you want just by moving Buster around the special Map Screen: NGQQ WWQW QKWQ QWWQ WGRY.

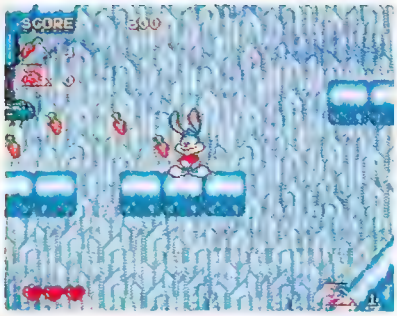
POWER TIP:

Here are a few other Passwords you can try out: NMDD LDLD DLGD DDLL LDUD, BYBG LDDL LDBD DLDD LDTG, or QJBW HZZB DLBW HZZK LLMG.

Each time you complete a level, you'll see this special Map Screen. If you have entered the special level-select password, you will be able to travel anywhere on this map instantly, without having to complete any levels first.

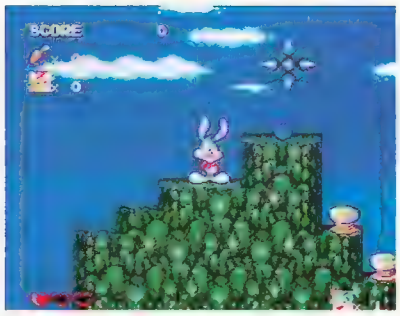


In this level the environment is a bit chilly, and everything is covered with ice. Keeping control over your movements isn't going to be easy, because you will find yourself slipping and sliding everywhere. These moving spiked objects will cause some serious damage if they touch you, so slide under them quickly. Be sure to grab the heart power-up icon that is located in between the two spiked objects. A heart will replenish one unit of energy. Your energy meter is located at the lower-left corner of the screen.



Hungry? Being a bunny, Buster absolutely loves carrots, so grab them as you travel. If you're confused about which way to go, just follow the trail of carrots. Each time you collect a golden goodie, the carrot counter at the top-left corner of the screen will increase. Once you collect 50 carrots, you can receive the help of a Toon pal, if you request it.

On this steep, icy hill, Buster must pounce on or jump over the traveling snowmen. The giant snow creatures will roll large blue balls down the hill to crush you. Quickly jump over these balls and pounce on a snow beast's head to defeat him. Timing is the key to making it up this hill safely.

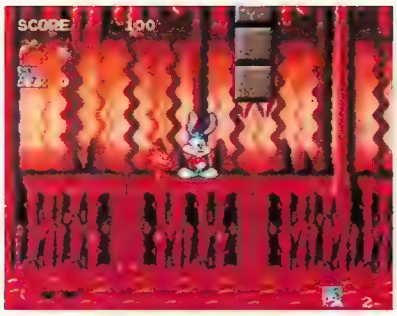


The climate is a bit warmer in this stage; however, you are faced with a variety of other obstacles, such as this spinning spiked ball and chain. To get past this obstacle, you must wait until the spiked ball is out of the way, then quickly jump past the obstacle. Once again, perfect timing is the key to success.

POWER TIP:

If you locate a crystal icon, Buster will become invincible for a short period of time. Locating an icon with Buster's picture is worth an extra life.

Yup, rabbits (at least Buster) can swim in this game. However, Buster really hates sharks, crabs, and other marine life! You must move up or down in order to avoid becoming lunch for these dangerous underwater creatures. Your best chance of survival is to move quickly and get yourself back onto land.



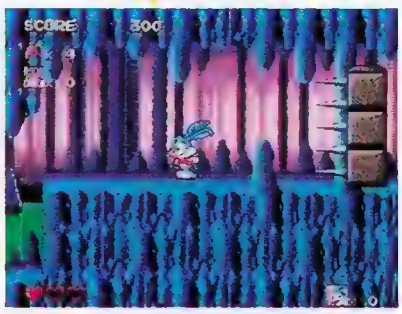
Here in this lava pit, avoid the tiny red lava monsters. You can't pounce on these guys, so be sure to jump over them. These moving blocks containing spikes will require Buster to quickly slide under them. While running, you can press the 'B' button to execute a slide or press the directional arrow in a diagonal (downward) direction and crawl under these objects to avoid the spikes.

As you take the massive drop down to reach this platform, stay on the right side (while falling) as you approach the bottom. As you fall, grab as many carrots as you can. Once you're safely on the ledge, you will encounter this mean, green, ugly creature whom you'll have to quickly pounce on to defeat. Tiny lava monsters and moving stone walls with spikes are also located throughout this level.

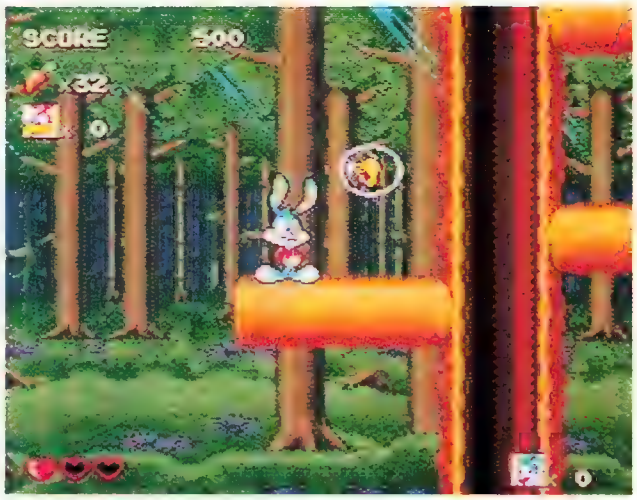
In this area, you must either run fast or get flattened! If the rock gets too close, jump upward and let it pass under you. As you run down the hill, grab the carrots.

POWER TIP:

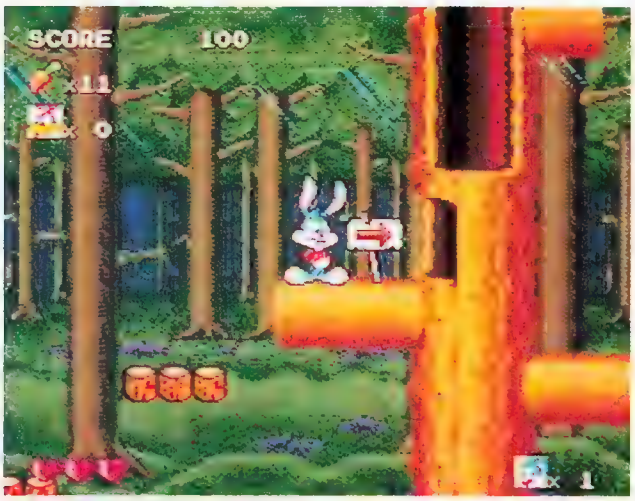
Below the number of carrots you've collected (displayed in the upper-left corner of the screen) is the number of special helpers you have available. If this number is one or higher, by pressing the 'A' button you can call on another Toon character to help you defeat the nearby enemies. Use your Toon helpers only when you're in a serious bind. To add additional helpers, you must collect at least 50 more carrots.



Whether the rock walls move sideways or up and down, they still must be avoided.



Trees and carrots are everywhere, so start climbing up and down branches. If you choose to step inside the trunk of a tree (following the arrow), you will either be shot upward or downward. When you exit the tree, you will have the opportunity to grab additional carrots, which should be your priority in this level. You can stand on most of the floating wooden platforms as long as you'd like without them suddenly falling. Should you happen to fall, use the directional arrows so that you land on another branch or platform. This way, you won't have to climb back up from the ground.



After entering this tree and being shot up its trunk to the top, you must work your way back downward and collect carrots along the way. At this branch, you will discover a bell icon. Before grabbing this icon, note the number of hearts that currently make up your energy meter at the bottom of the screen. When you grab the bell icon, the number of hearts will increase by one. It will now be a bit harder for you to lose a life.

The bears in this level look mean, but you can easily defeat them by pouncing on their heads. The flying birds are harder to beat because they move much faster.

Stand clear of what these little blue creatures throw at you. When you see one of these guys approaching, jump out of the way.

POWER TIP:

While Buster is running, press the Jump button if you want to execute an extra powerful leap. To make Buster move faster, hold down the LEFT or RIGHT directional arrow.

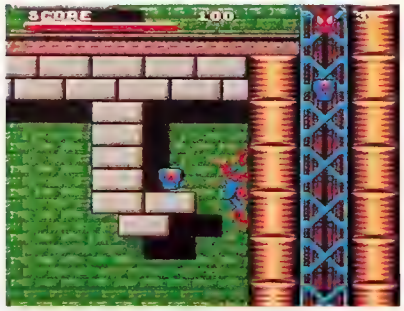
SPIDER-MAN/X-MEN

Once again, Spider-Man along with the heroes from X-MEN come to life on the video-game screen, in an action/adventure that is totally different from the popular X-MEN cart released by Sega of America, Inc. SPIDER-MAN/X-MEN features Spider-Man along with Wolverine, Cyclops, Storm, and Gambit.

It seems that all of the members of X-Men have disappeared, leaving Spider-Man with the responsibility of locating them. In the first stage of this game, you must explore the corridors and tunnels that make up Arcade's fortress. This area is guarded by robots that shoot lasers at Spider-Man as he approaches. In order to get past this high-tech security system, Spider-Man must locate and grab each of the special electronic eyes, one at a time, as they start flashing. Only when he has deactivated the security system will Spider-Man locate where the X-Men are being held captive.

From this point on, you must control either Spider-Man or one of the X-Men characters as you explore a series of rather strange levels, filled with challenges galore. You'll quickly discover that with each new super-hero character you control, it's like playing a totally different game.

SPIDER-MAN/X-MEN features all of the popular X-Men characters plus Spider-Man in an all-new adventure. The super heroes are called upon to work together to attempt to put a stop to Arcade's sinister plans.

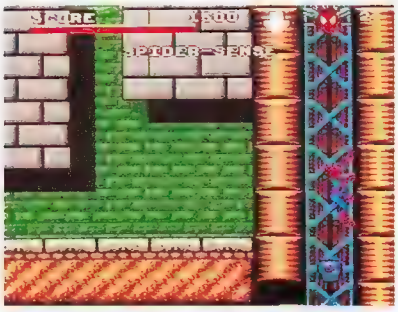


Your immediate goal is to help Spider-Man explore Arcade's high-tech fortress and deactivate the electronic eyes one at a time. An electronic eye can only be destroyed when the red light is flashing, so you'll have to use your Spider Senses and explore the area in order to locate the flashing devices.

POWER TIP:
You will begin each game with a total of four lives. Additional lives can be earned during each part of your adventure. (Look for icons containing the face of the character you are currently controlling.)

Some of these electronic-eye devices will be guarded by robots that will shoot lasers at you. You can use your web to destroy these creatures. The white arrows that appear on the game screen will tell you which direction you should be traveling. In this first level, it will be necessary to visit some areas multiple times in order to deactivate all of the electronic eyes. The final device is located underground and to the right. Once this electronic eye is destroyed, a secret passageway will be revealed that will take you to where the X-Men are being held captive.

Spider-Man must proceed with caution when his Spider Senses are tingling. It's a good idea to hang from walls or use your web to stay above and away from the enemy. Take special care when heading into unknown territory.



As you travel down this narrow tunnel, the only danger is at the openings (on the left). Laser-shooting robots may be near the entrances and have the ability to shoot into the tunnel. If you know the laser fire is coming, you'll easily be able to avoid it.

In addition to using his web as a weapon, Spider-Man can also reach various locations by swinging from it. Using the web for swinging works best in an open area.

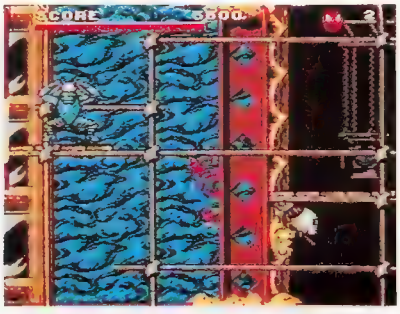
POWER TIP:

When you control Storm, your first goal will be to raise the water level of the area she is trapped in. Storm won't be able to use her flying abilities, so you must use her special lightning bolts to bust open the water-valve seals and totally fill the area with water. She will then float to the exit at the top of where she is being held.

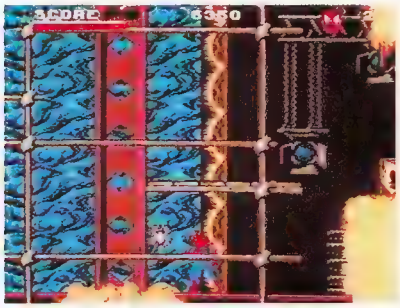
If you manage to complete a level, you will be congratulated by the evil Arcade; however, he has a lot more havoc in store for you and the X-Men.

POWER TIP:

As you deactivate the electronic eyes at the start of the game, memorize their location and the sequence for reaching them. It's the same each time you play the game.



In this level, you won't always be able to tell what areas are stable enough to stand on, so cling to the walls, climb, jump, and be ready to use your web. You'll have to defeat these giant robotic creatures. It's better to do this from a distance (using your web) as opposed to entering into hand-to-hand combat.



Collecting these small spiders will give you extra points, but you'll have to climb around to locate them. Silver Spiders = 50 points. Gold Spiders = 100 points. Red Spiders = 500 points.

When enemies appear from both sides, you'll have to work fast to either defeat or avoid them. In this case, you might want to travel upward and cling to the ceiling; pass one of the creatures and then turn around and fight them now that they aren't surrounding you.

POWER TIP:

Use Wolverine's claws to reach out and slash evil characters who are hiding behind barricades. When you're controlling Cyclops, keep in mind that he has the ability to move and fire his Optic weapon simultaneously. Storm has the ability to regenerate her air supply while underwater by swimming through bubbles.

The story behind this game will unfold using comic-booklike pages that will appear in between most stages. Be sure to read the captions so you know who or what you're looking for and what to avoid.

POWER TIP:

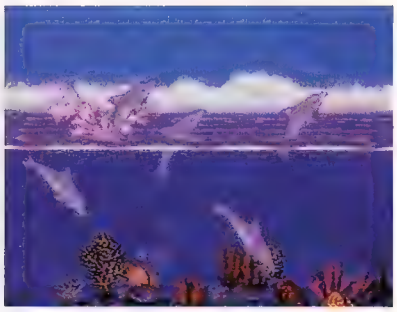
After Spider-Man locates the X-Men, each character (Cyclops, Storm, Gambit, Wolverine, and Spider-Man) will be put to the test, one at a time, in two custom-designed areas. These challenges will require each X-Men character to use his special abilities in order to survive. Your goal is to help each of the characters survive their "test" (created by Arcade). After each character has completed their challenges (if you still have lives remaining), Arcade must be defeated.

ECCO THE DOLPHIN

Get ready to experience one of the most original and innovative video games ever created for any video game system. ECCO THE DOLPHIN not only offers a journey through the seas and through time, but also provides a intellectual challenge for your imagination. This game offers breathtaking graphics and sound effects that make it a sight to behold.

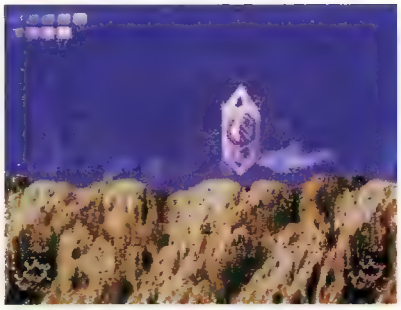
Whether you discover the entertainment and challenge of the Genesis game or have the opportunity to hear the three-dimensional sound effects and music of the Sega CD edition of ECCO THE DOLPHIN (which also offers additional levels and features), this is one video game with no violence and very few traditional rules. As a dolphin, you will be faced with various challenges and obstacles on your journey through various areas. In addition, you will have to use certain objects to assist you.

At the start of this adventure, Ecco is swimming in his home bay when a strange storm mysteriously sweeps away his family, other members of his pod (dolphins swim in groups called pods), and all of the other life-forms living in the bay. Now, Ecco must embark on a journey as he searches for his missing family and friends while trying to learn answers to various questions about his evolution and existence. ECCO THE DOLPHIN is an extremely detailed game that will take countless hours to explore.

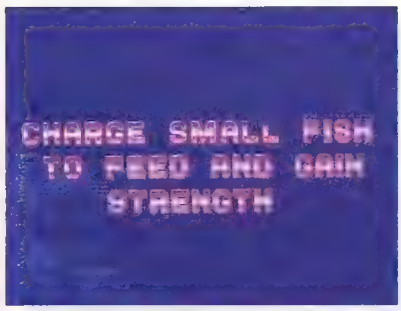


As Ecco explores the oceans, his view will be limited to his immediate surroundings. To obtain more details and a broader view, Ecco can use his sonar to receive visual maps. These maps show the locations of other living creatures, various obstacles, Glyphs, and underwater caves and tunnels. At any point, Ecco can obtain a visual map by activating his sonar. Press and hold down the 'A' button on the controller.

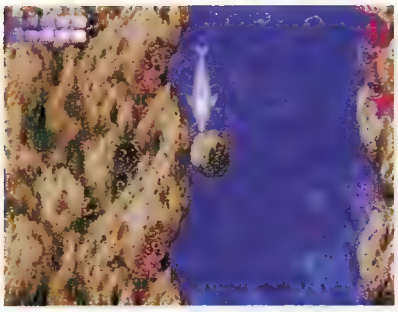
Dolphins enjoy the company of other dolphins; so when Ecco finds himself all alone, he sets off to locate his companions. Throughout this game, Ecco must communicate with other dolphins and marine life using his sonar, which is his most powerful tool and defense mechanism.



After aiming Ecco's sonar at a Glyph or toward a friendly marine creature (such as another dolphin or a whale), a special message will appear on the screen. In this case, you are being reminded that it is vital for Ecco to maintain his strength as well as his air supply. On the regular game screen, both Ecco's strength and air are measured using meters in the upper-left corner of the game screen. Eating fish will help to replenish that energy.

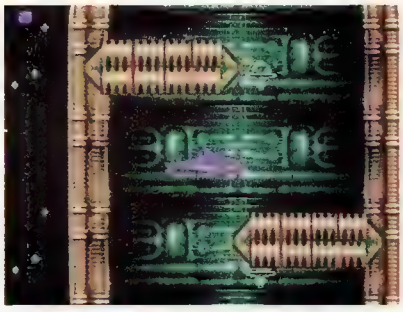


These mysterious crystal Glyphs hold valuable clues to many puzzles, which Ecco must solve. These Glyphs are located throughout every stage and can be activated in a number of ways. Ecco's sonar will sometimes reveal the purpose of a Glyph, while other times it will be necessary for Ecco to swim near the Glyph or crash directly into it for something to happen.

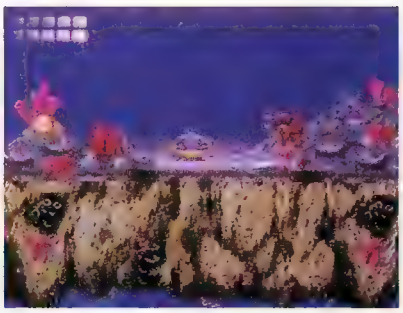


In order to swim downward, against the water current, Ecco must locate a rock and push it ahead of him with his nose. This will allow him to proceed toward other areas of the ocean. In addition to loose rocks that can be found within the ocean, Ecco will have to take advantage of other objects, such as shells, to get past certain obstacles. In ECCO THE DOLPHIN it is important to remember that every puzzle has a solution; however, it might not be immediately obvious.

During his journey, Ecco will encounter many types of unfriendly creatures that he'll have to avoid. The best thing to do is to keep your distance and to swim extremely slowly near these creatures.



In the later stages of the game, Ecco must explore many strange areas in several different eras. This is all part of Ecco's curiosity about his evolution. As with every level within this game, Ecco must constantly explore his surroundings, look for Glyphs that will reveal clues, and avoid dangerous creatures. In this area, use your sonar as a weapon.

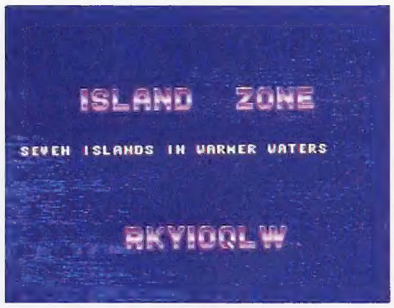


When Ecco loses some of his energy or is injured, he can sing to "The Shelled Ones," which will cause them to release their special healing powers. When you discover a Shelled One, aim your sonar, and when the clam or oyster releases its magical powers, swim and grab it. Only rely on the Shelled Ones in an emergency, since they're not always friendly.

THE LAGOON
THE SONGS OF THE SEA SING OF
THE STONE EATING STARS THAT LIVE
IN THIS PLACE.
A DOLPHIN SINGS FOR HER TRAPPED POD.
ORPBRIKE

After completing a level of ECCO THE DOLPHIN, you will be provided with a special Password. Each stage has several Passwords, based on your accomplishments while in that level. Here are a few of the Passwords (for the cart-based version only) that will help you to easily explore this game:

The Undercaves	WEFIDNMP
The Undercaves 2	DQDIACCI
The Vents	YFPALFBJ
The Lagoon	QNIELFBG
Ridge Water	TWLDVRET
Open Ocean	FSSOVRET
Ice Zone	RYUEYREG
Hard Water	NIFBYREU
Cold Water	ARNXXRET
Island Zone	HUABVRES
Deep Water	EGTHVREA
The Marble Sea	CWRLXRES
The Library	FNCPXREB
Deep City	BTFIXREZ
City Of Forever	PAYUXREZ
Jurassic Beach	QQZTAPER
Pterandon Pond	EITXAPEV
Origin Beach	UTQBBPEY
Trilobite Circle	YZNGBPEK
Dark Water	JBNKBPEB
Deep Water	WSGAKNLC
City of Forever	RLGLGPLZ
The Tube	GCNHKMLJ
The Machine	DKUDKMLR



Along with using Passwords to reach specific levels, there are also Passwords that provide Ecco with special powers. For an unlimited supply of air throughout the game in the cart-based version use the Password: LIFEFISH or SHARKFIN (which also allows Ecco's sonar to freeze jellyfish).

POWER TIP:

Here are a few Passwords for the Sega CD edition of ECCO THE DOLPHIN: The Undercaves - EKCDYOCF, The Vents - CCOMISBF, and The Lagoon - GFKFBHBJ or EKJFBHBL.

In one of the later stages of this game, to exit a certain area, Ecco will have to swim to the ocean's surface and shoot his sonar upward to call for the assistance of a Pterodactyl who will lift him out of the water and carry him away.

POWER TIP:

While swimming underwater, press the 'B' button on the controller to receive a sudden burst of speed; this is great for getting out of a tough situation or for building up enough momentum to crash into an object or enemy creature.

GAME GENIE CODES:

Code	Effect
AKRT-JA64	Almost infinite breath—switch off to die if you get stuck
AL2A-JA7L	Protection from most jellyfish and many other enemies
ALZA-JA5Y	Protection from spiked shells and some other enemies
AAVT-NAFC	Protection from octopus
HCBT-LAEW	Charging a school of fish restores health completely instead of partially
SW2A-KGPJ + HC2A-JAFL	Most jellyfish and some other enemies restore health instead of taking it away

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